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MARCH 1993
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ISSUE 17



VIVA LAS VEGAS!

Catch the low-down on the CES – the hottest games show on Earth.

MEGA-CD

- Burnin' up inside – *Road Blaster FX*
- *After Burner III* flies into action!

MEGA DRIVE

- Cowabunga. *Ninja Turtles* are go.
- *Shinobi III* – the FINISHED version.

MASTER SYSTEM

- Exclusive – *Strider II* fully exposed.
- Taz-Mania eventually arrives on MS!

GAME GEAR

- *Shinobi II* knocks spots off the rest.
- Fighting mayhem in *Streets Of Rage*.

GLOBAL GLADIATORS

The McDonald's Kids, Mick and Mack, attempt to clean up.
Exclusive four-page review inside!

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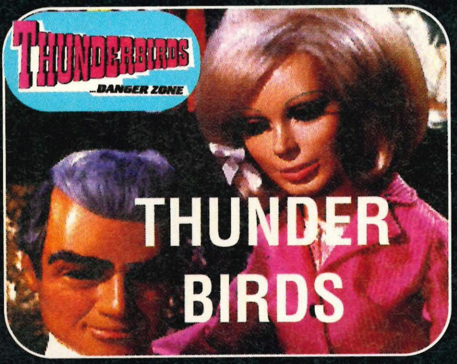
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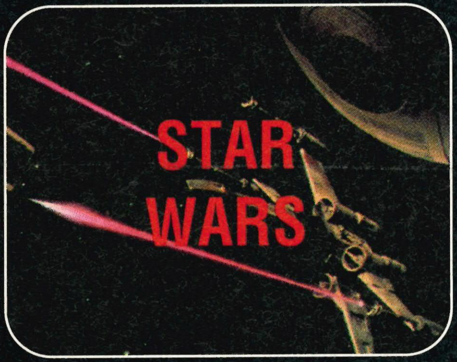
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124 OLD CHRISTCHURCH RD
BOURNEMOUTH
BH1 1NF

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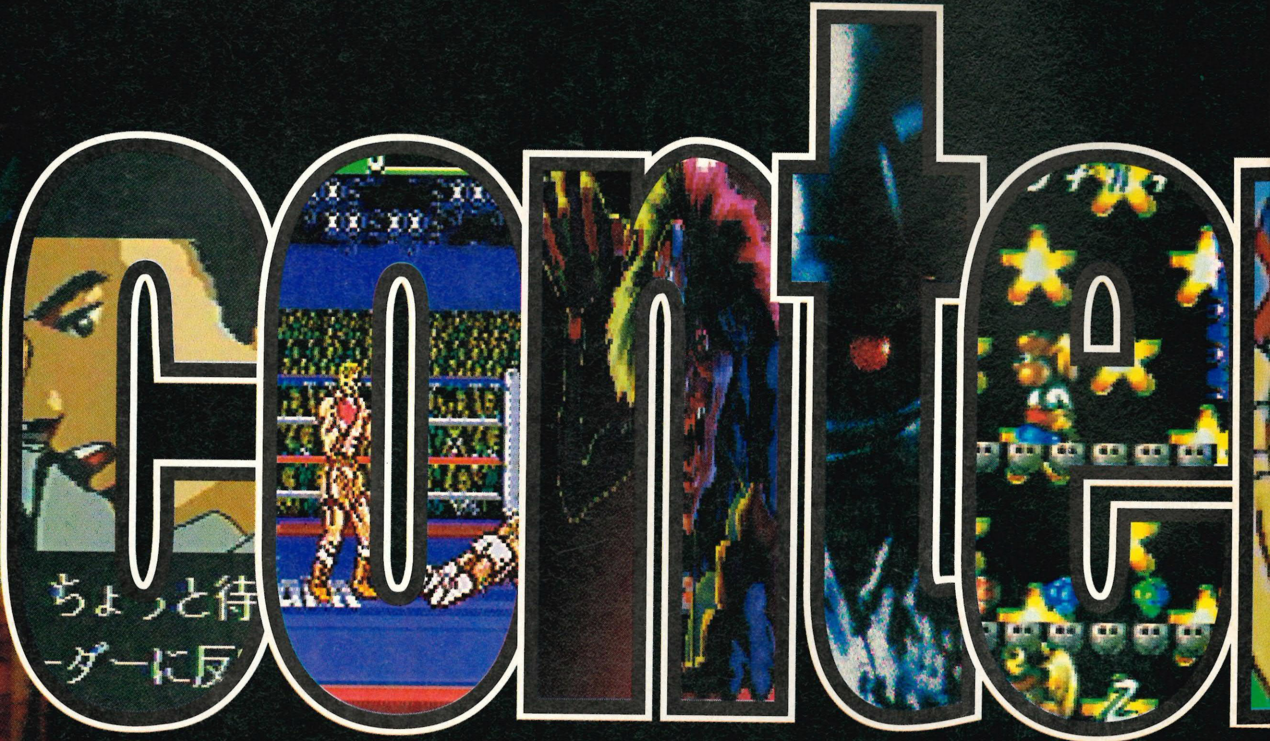
PRINTED BY
Southernprint (Web Offset) Ltd (hey, hey!)

DISTRIBUTED BY
Seymour International Press Distributors
Windsor House, 1270 London Road, Norbury,
London SW16 4DH.

DINGBATS MESSAGE

Exit: If you could spend time with any of the Pros, who would it be and why?
(Send to the normal address for the chance of a free cart!)

Final words: no more!



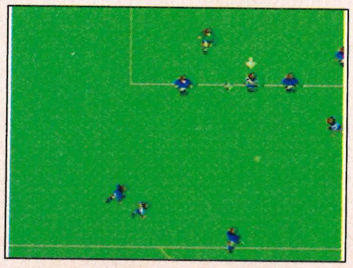
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VIVA



ROAD RASH II, PREDATOR 2, AND SONIC 2

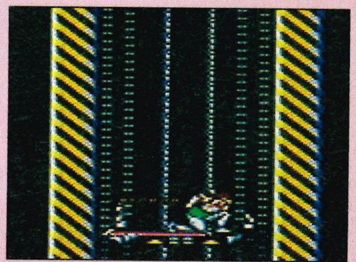
Ten pages full of hints, tips and cheats on how to beat these three big games. Robotnik faces his fate, there's bound to be a new king of the road and the alien is flushed out for all eternity.



SUPER KICK OFF 20
Preview of this long-awaited release.



GLOBAL GLADIATORS ..24
Not a preview, but an exclusive review.



STRIDER II 28
Another exclusive review on the MS.

nts

LAS VEGAS

They couldn't keep us away from the Las Vegas CES. Read all about the latest release info on page 14.

PRODATES

All the releases from now until May 1993 listed and previewed in this info-packed section. We blow the lid on *Street Fighter II* and then some!

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MEGA DRIVE

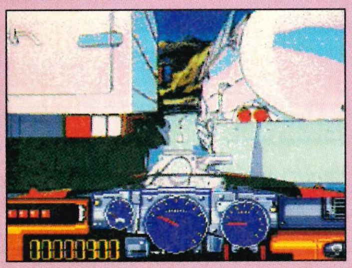
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ROADBLASTER FX 31

Not exclusive, but a definitive review.



TURTLES 34

Probably exclusive, but who knows!



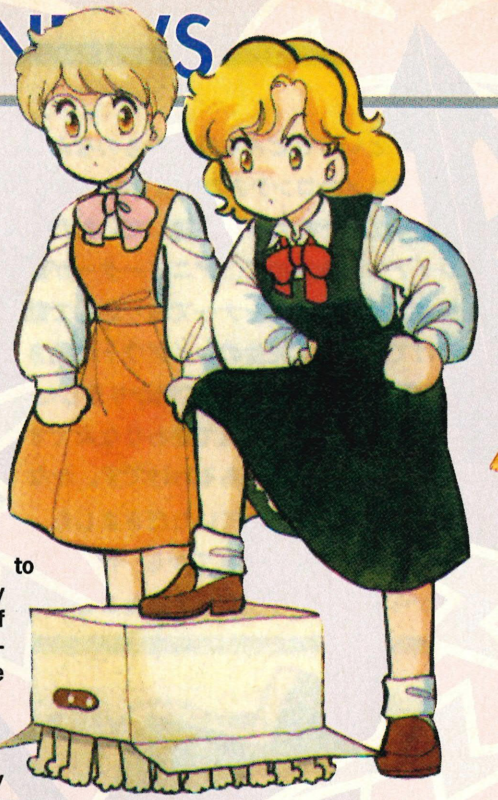
SHINOBI III 38

An exclusive of the finished version.



MEGA LO MANIA.........42

Could have been an exclusive, but no.



GIRLS, GIRLS, GIRLS!

It seems that, contrary to popular belief, girls may account for up to 50% of the games playing market according to a trade paper. This could mean that software publishers may aim more of their games specifically at girls. Nintendo have recently released *Barbie Game Girl*; a game in which Barbie visits the shopping mall, buys clothes and even dates plastic Ken. While this may be an insult to most girls, expect to see a lot more games with puzzle elements. This is, after all, what girls enjoy most. Although the software industry will try to avoid gender-specific games, they will certainly be taking more notice of a new type of customer that, until now, has been practically ignored.



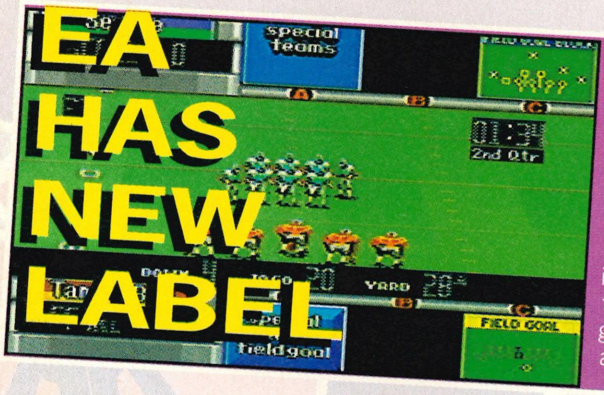
SEGA LAUNCH NEW HANDHELD

The most prominent handheld release from Sega will be their new six-button joypad controller for the Mega Drive. This has been specifically designed for use with *Streetfighter II* – due for release in April. Although the cart will only cost £39.99, the game can't be played properly without the new six-button controller, which is bound to cost at about £20.

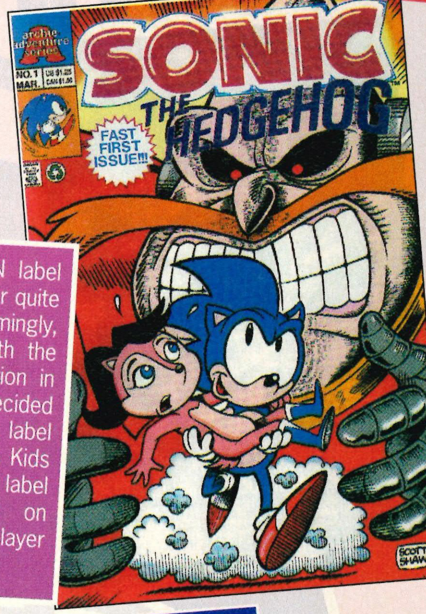
There are rumours that the game and joypad may be bundled together in a special limited-edition pack. Sega have stated that all new peripherals will be compatible with older systems. New add-ons also include a mouse for use with the new point-and-click CD and Mega Drive games such as *Make your Own Music Video.*



EA HAS NEW LABEL



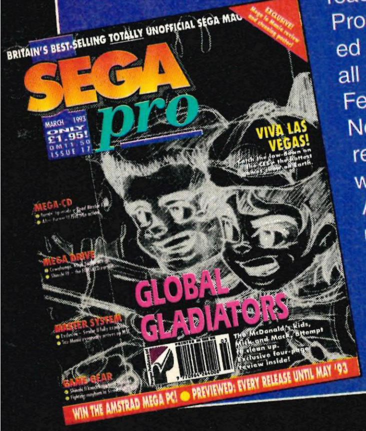
Electronic Arts EASN label has been established for quite some time, but seemingly, due to the dispute with the ESPN network TV station in America, they have decided to change their sports label name to EA Sports. EA Kids is yet another affiliate label that will concentrate on games for the younger player and edutainment.



SONIC TV SERIES!

Sonic will soon debut in his own cartoon series! ABC network have bought the contract and the series, titled The Adventures of Sonic the Hedgehog, is due to appear in America starting from March. As if that's not enough, merchandised items, such as a comic book and board game (as well as all the other paraphernalia), are flooding America. Although a few products are available in the UK, there are no immediate plans to release any of the aforementioned over here, but you never know!

RIGHT UP THERE



Welcome to the latest edition of Britain's greatest Sega read. We may not have a video on our cover, this month, but there's plenty inside to keep every reader bang up to date. ProDates has been expanded to fill two pages covering all the games released in February, March and April. Next month, as February releases become old hat, we'll move on to March, April and June releases, updating where appropriate. We think that it will provide all the release information you'll ever need.

We are also striving towards our policy of the March issue, March reviews, etc. The generous support we've had from all the top software companies will be more apparent next month. This policy is hard on the softcos, but it allows you to read the reviews of games weeks before they are released, giving you time to decide how to spend your money. We'll still be covering every Sega release and, of course, that means import and Mega-CD games.

On the subject of game reviews, this month we test *Shinobi III*. We could have reviewed it last month when it was half-finished and called *Super Shinobi II*. Other magazines did! It isn't our policy to review unfinished games, so when Sega invited us to be one of the first to review the finished version, renamed to *Shinobi III*, we were delighted.

THE PROS

A MONTH IN THE LIFE OF...



Pat Kelly

Everyone knows the joke about the two Scotsmen fighting over a penny (that's how copper wire was invented!), but this month Pat has been selflessly coming into the office early, bossing everyone about and then leaving early. What a nice guy, eh?! Still, he is the Editor and he's allowed to do that sort of thing.

Fave Games Of The Month: *Turtles, Global Gladiators.*



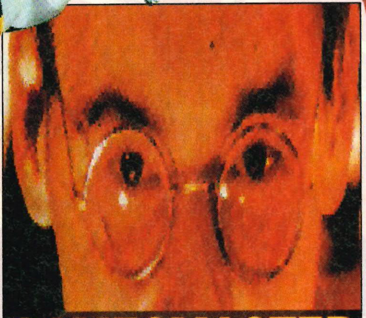
CRASH DUMMIES GOING LIVE!

New Line Cinema are planning to create a live action film starring the Incredible Crash Dummies (the game is due out on all Sega formats from April)! Sounds good, but what about the plot? The Crash Dummies are also starring in a cartoon due for release in America in mid 1993.

ILLEGAL MULTI-CARTS

Watch out, there's a software copier about! Although many pirated cartridges don't make their way over to the UK, a few multi-game carts have. They are mainly Game Gear titles that have over a dozen games on them and although they may seem like great value for money, they are highly illegal! I don't expect this will stop a lot of you buying them, but don't come crying to us when your Game Gear blows up!





GAMESMASTER BREAKS THROUGH

GamesMaster is claiming success in the rating's war, having announced that the viewing figures for its Christmas show were in excess of 3.1 million. This equalled their all-time viewing record. The figure made it the most popular show on Channel 4 that day. However, many people who wouldn't normally watch the show tuned in. Does this mean that the show is badly slotted into Channel 4's timetable or is it that the population become couch potatoes at Yuletide? As it's the only TV show of its kind, game players don't exactly have much choice in the matter. Do they?

LOVE AT FIRST BITE!

Psygnosis have just secured its first ever film licence! Their new development, *Dracula*, will feature over 15 minutes of footage from the movie – all of which will be interactive. Although most of the actual film footage will only be released on CD, Sony, the game's publishers, are planning to release versions on all Sega consoles. *Dracula* and other releases from Psygnosis are set to raise the standards of video entertainment worldwide and with many other similar releases in mind, maybe they'll do just that!

DOCTOR SONIC: THE HEALER!

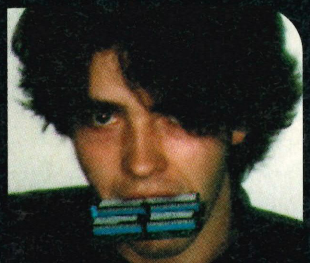


Good news for all gamesplayers who are constantly moaned at for their unhealthy hobby! A recent report by the British Medical Association suggests that games may not be so detrimental to your health after all.

Many doctors and psychologists now believe that computer games can benefit a child's educational progress as they create an obscure line between work and play, which is why they can be used as learning tools. It is also possible that games encourage social behaviour rather than promoting the child-with-no-friends routine.

Games have helped children with special needs and Sega have donated many consoles to hospitals after claims that children often recover more quickly and need fewer painkillers when they have games to take their mind off their illness. We're not too sure about that one, but it is good news that people are finally starting to realise the potential of computer games!

Dino Boni



Ever since *Mega-lo-Mania* came into the office, Dino has been wittering on about the struggle for power in the eternal universe. He's normally the only casualty in office football games and enjoys killing himself in *Road Rash II*. Never mind Dino, think about the wonders that medical science could do for you (and your hair)!
Fave Games Of The Month: *Mega-lo-Mania, Global Gladiators, Mega-lo-Mania.*

Sam Hickman



Sam is now the official office pin-up after she recieved a lovely little letter the other day from a lonely reader who has fallen deeply and regrettably in love with her. He proclaimed his eternal love and even drew a charming heart with an arrow through it! Sam thinks that it's sweet, but having worked with her for a long time, we all think that this poor guy's deluded!
Fave Games Of The Month: *Ecco*

Dave Perry



Dave's just chucked in the flat that he was buying and is feeling decidedly upset, so he has been consoling himself by playing his Gary Glitter tape non-stop! Not a good month as our office celebrity was also denied the chance to be a Satellite TV star, but that doesn't worry him too much; he's getting sick of signing autographs and making guest appearances anyway.
Fave Games Of The Month: *Turtles and, of course, NHLPA Hockey.*

Si Christopher



Simon had to have some makeup put on when we all had our photos taken for the mag and now he says that he couldn't live without the stuff! He's spent most of the issue being very serious and talking about life, dolphins and the plight of the inner cities. He's so caring and sensitive, unfortunately we don't take any notice of him anymore.
Fave Games Of The Month: *Turtles*

pro CHARTS

This month we have to thank Video Games Centre and AMS Games for their contribution to the ProCharts. If you feel like putting pen to paper, then why not send us your version of the charts. Just mark it ProCharts and send it to the usual address.

MEGA DRIVE

1 (1)	Sonic the Hedgehog 2	94%
2 (NE)	John Madden's '93	79%
3 (NE)	Streets of Rage 2	96%
4 (NE)	World of Illusion	91%
5 (NE)	Road Rash 2	92%
6 (NE)	Lotus Turbo Challenge	91%
7 (4)	Alien 3	87%
8 (6)	Corporation	94%
9 (3)	Lemmings	90%
10(2)	Terminator 2	94%

MASTER SYSTEM

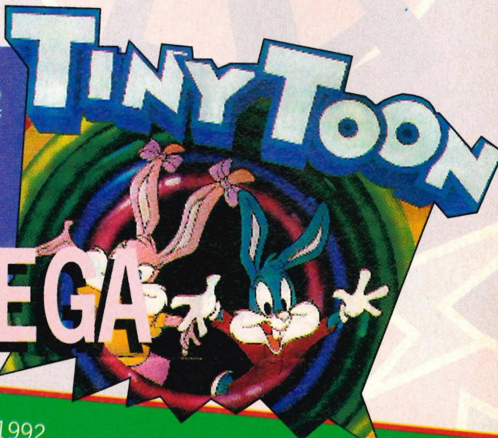
1 (1)	Sonic the Hedgehog 2	95%
2 (NE)	Lemmings	89%
3 (3)	Pitfighter	75%
4 (9)	Super Kick Off	93%
5 (3)	Alien 3	90%
6 (2)	Tom and Jerry	75%
7 (5)	SCI	54%
8 (8)	Castle of Illusion	93%
9 (NE)	Predator 2	46%
10 (6)	George Foreman's Boxing	69%

GAME GEAR

1 (1)	Sonic the Hedgehog 2	95%
2 (NE)	Lemmings	83%
3 (NE)	Alien 3	88%
4 (2)	Taz-Mania	92%
5 (5)	Batman Returns	65%
6 (3)	Chuck Rock	90%
7 (7)	Smash TV	58%
8 (4)	Spiderman	92%
9 (9)	Crystal Warriors	79%
10 (6)	George Foreman's Boxing	69%

KONAMI JOINS SEGA

Konami, one of the most successful publishers for Nintendo is about to begin publishing titles for Sega. They will begin in April, with the release of games such as *Tiny Toon, Turtles, Sunset Riders* and *Buster's Hidden Treasure*. They aim to publish at least six titles a year, but unfortunately all of these will only appear on the Mega Drive. Looks like the MS and GG owners will lose out, yet again.



SEGA CLEARED!

Following tabloid claims that video games could be the cause of epilepsy, the British Epilepsy Association has announced its concern over the misreporting of the issue.



Only one per cent of the population is epileptic and of that figure only three to five per cent have photo-sensitive epilepsy. Video games can't cause this type of epilepsy, but can trigger it off in someone who already suffers. Out of all consoles, hand held games are the safest, as they are lit in a completely different way to other formats. The popular tabloid press seem to have been completely carried away with this issue and have blown out of proportion the likelihood of this happening to the average child.

COURT CASES STACK UP

Although 1992 may have brought Sega their highest sales yet, sending their popularity sky-high, 1993 has brought them many legal and governmental problems. We've all heard that Sega are already under scrutiny regarding their prices, but they are also facing another legal battle. The UK office of Fair trading is now putting Sega under scrutiny and examining their rights to stop other people producing games for their console. Codemaster's *Micro Machines* battle is already in progress and we have yet to see the outcome (court case 24 February). Codemasters have already won the rights to produce the Game Genie without permission, from Nintendo, after a lengthy court case in 1992 and are quietly confident of a ruling in their favour.



GAME GENIE

Although Codemasters are involved in a courtroom drama with Sega, this doesn't mean they will be lenient on the rights to their Game Genie hardware. They have just issued a trade notice warning people against copying the Game Genie and are prepared to take action against anyone that does. The Game Genie is in the process of being patented, which could mean that anyone currently producing a game enhancer may face a court case.

Sega and Nintendo are also being investigated over possible unfair pricing of software. Well, we all know the answer to that one don't we?

WIN WIN WIN!

Ideal Home Exhibition? Isn't that where boring old people go to look at furniture and the likes? Well maybe it was before, but the Ideal Home Exhibition now has an all-new look! Ideal Electronic Games is being held at Earls Court between 25-28 March and promises to be an extravaganza of entertainment. As well as having all the latest information in the console world, there are dozens of competitions, challenges and celebrities to look out for, so at £7 it looks like brilliant value for money. The admission price also includes free admission to the Ideal Home Show (although you may not get that far)!



However, if you're feeling the pinch at the moment, don't worry! In true SEGAPRO style, we've got ten pairs of tickets to give away! All you have to do is answer this very simple question: "Which famous person's ideal home recently suffered extensive fire damage?" Answers to "Hand over those tickets" at the usual address. The first ten correct entries will receive the tickets.

VIRGIN LOSES ITS COOL

Sega USA have taken over the rights to *Cool Spot* (*Spot the Quest for Coolness*), previously owned by Virgin. Apparently they were so impressed with it they just had to have it! Fortunately, the game will still be released by Virgin in this country in May. This shows that Sega just can't keep their hands off when it comes to a piece of decent software!





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MEGA CD COLUMN

It's getting very near that time again folks! Yes, the Mega-CD supposedly makes its official debut in March, but we shall see, eh! We have a sneaking feeling that it may be put back even further, but that's just our own speculation!

Anyway, on with the CD game news. Perhaps the most novel idea for this month is the *Make My Video CD*, released by Sony in conjunction with Sega. If you've ever fancied yourself as a bit of a Rave star, then this could be just what you're after! Take control of the studios, edit, slice and generally mix around hundreds of video clips, special effects and loads of different music. With the main contributors being Kriss Kross and the C+C Music Factory, your hit could be just minutes away!

A new joypad is being specifically designed by Sega for the Mega-CD. Looking more like a mouse (and probably following in the footsteps of Nintendo's highly successful mouse), it will be more useful with the new range of point-and-click games (such as the aforementioned *Make My Video*). The new mouse will also be compatible with all existing Mega Drives. Another new add-on for the CD is a karaoke interface. Although you can buy a Wondermega that includes the karaoke interface, it is very expensive. Many Japanese owners preferred to buy the basic Mega-CD and add other peripherals at their own leisure. Even when the Mega-CD is released in this country, a karaoke machine will probably be unavailable as it doesn't seem to be as big a pastime in the UK as it is in Japan.

We have a quick update on country coding chips: It seems that any CD that has the H letter on the code chip is almost definitely compatible with all types of software. The American CD seems to run 5% faster than all other formats, so import chip or not, it will only run American games.

It's been pretty much confirmed that *Sherlock Holmes* will be bundled with the Mega-CD, but over in America they've already released its sequel. This won't be available for some time over here, but we've got hold of a few screenshots to show that it really will be an epic game. *Monkey Island* should be available on import soon and it promises to be a superb game! It features a huge interactive cast of characters and is packed full of intricate puzzles, making it one of the best games to date. *Sewer Shark* is another one to watch out for and has already received brilliant reviews in America. Despite its strange title, this is actually an action packed shoot-'em-up! Blast away sewer monsters and clean up the city in this absolutely awesome treat of graphics and animation.

Onto a lighter note, *Willy Beamish* should be available on import. Step into this nine year old's world and forget the worries of work – the most important thing Willy has to worry about is getting to the Nintari Video Championships! This is yet another release set for huge success!

Finally, Acclaim have, at long last, won their battle to produce CD software – welcome news for CD owners nation-wide!

Look out for in the future: *Final Fight, Street Fighter II* and *Aya – Psychic Detective*.

Don't forget – if you're interested in joining a Mega-CD user group, then write to Andy/Paul at: 82, Queen Ann Street, New Bradwell, Milton Keynes.

ONE FOR ALL, ALL FOR ONE

While at the CES in Las Vegas we caught a sneak preview of a new Pioneer LaserDisc player that also allows you to play Mega Drive and NEC PC Engine games. More news next month... (No, it isn't an earrly April fool!)



whispers...



● Accolade has just announced that they will be releasing a new baseball game, *Al Michaels Announces Hardball 3* (weird name). Not to be outdone by their rivals, Electronic Arts are planning to release *Tony La Russa Baseball* on their new EA Sports label.

● Double Dragon fever has hit Hollywood! Expect to see this hitting the big screen in late 1993 – will it be starring Jean-Claude van Damme?! We think not, but it's guaranteed to have loads of violence, whoever stars in it!

● Tengen are currently developing a new version of *Gauntlet* that can be played by four players simultaneously and will be sold with a free four-player joypad adaptor. Hopefully this may make way for more games with a four-player option.

● Bignet and Malibu Interactive are merging to develop games, for the Mega Drive and the Mega-CD, based on comic book characters.

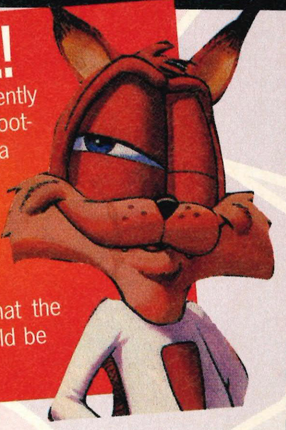
● MicroProse should be releasing the long-awaited *F-15 Strike Eagle II* for the Mega Drive very, very soon. Apparently, it has been ready for some time, but MicroProse haven't been able to agree terms with Sega, which is why the game's release has been delayed.

● Acclaim will start producing CD software for Sega in mid-1993. At the moment the only confirmed release is a wrestling game starring the *World Wrestling Federation*, but other possibilities include *Bart Simpson, Terminator 2* and *Alien 3*. They are also joining forces with American-based Biomechanics and Ardent Studios to add a unique 3-D quality to their products. These special effects will only be available on the Mega-CD and will bring a strong element of realism into new software.

● Finally, it has been rumoured that the Hidden Palace Zone was never included in the final version of *Sonic 2* and was just an instrument to add to the hype. We have found it using an Action Replay code, but it is corrupted and unplayable.

ACCOLADE SIGNS PELE!

Not to be outdone by competitors, Accolade recently announced that they will be signing up the legendary football star Pele. This will obviously be followed by a game boasting his name, but not until 1994 – World Cup year! Meanwhile, *Bubsy The Bobcat* hype seems to be taking off, and if it carries on at the same rate, Bubsy may be challenging Sonic for the number one spot of "most hyped game character ever!" Marketing buffs have already commented that the spin off potential is enormous and the Bobcat should be available on the Mega Drive in the spring.



WIN, WIN, WIN 2!

Are you one of those people who just can't make up their mind which game to buy? If the answer is yes then help is at hand. We have ten copies of the A-Z of Sega Games to give away, in return for answering the question below.



What was the single most hyped Sega game of 1992?

A) Sonic 2

B) Lemmings

C) Terminator 2

Name ....

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T-HEE

Gemma Tannet – Birmingham, Craig Port – Essex, Siggi Lee – Liverpool, Ben Tang – Middlesex, Kate Sellat – Lincoln, Robert Hargrove – London, Steven Marshall – Hull, David Kemp – Lancs, Daniel Fawcett – Essex, Thomas Atkinson – Guernsey.

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I WANT A QUICK SHOT

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NEWS FROM JAPAN

コナミ

JAPANESE PRO DATES?

MEGA DRIVE

FEBRUARY

19	Risky Woods	EA	4Mbit
26	J League Soccer	G Arts	4Mbit
26	Rolo To/ Rescue	EA	4Mbit
28	Steel Talons	Tengen	4Mbit
?	G-LOC	Sega	8Mbit
?	Batman Returns	Sega	4Mbit
?	Final Fight CD	Sega	CD
?	Battle Toads	Sega	4Mbit
?	Majin Saga	Sega	8Mbit
?	Devestator	Nihon	CD

MARCH

12	Ninja Warriors	Tatio	CD
19	Doraemon	Sega	4Mbit
19	Sangokushi III	Koei	CD
25	Blue Wolf and Doe	Koei	4Mbit
?	Cyborg 007	Nihon	CD
?	Gods	PCM	8Mbit
?	Outrun 2019	Sims	4Mbit
?	Golden Axe III	Sega	8Mbit
?	Shinobi III	Sega	8Mbit
?	Wing Commander	Sega	CD
?	SuperSonic	Sega	CD
?	Switch	Sega	CD
?	Rolling Thunder 3	Sega	8Mbit
?	Eye/ Beholder	Pony	CD
?	Slap Fight	Toa	CD
?	Splatterhouse 3	Namco	16Mbit
?	Faceball 2000	River Hill Soft?	

GAME GEAR

MARCH

19	Buyo Buyo	Sega
26	Wimbledon	Sega
?	Mickey Mouse 2	Sega
?	Shining Force	Sega



CEEDY SONIC STORY

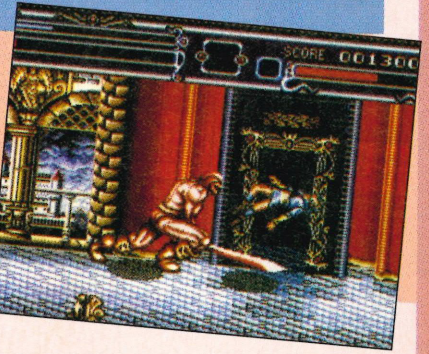
We've all heard about the new version of *Sonic* on the Mega-CD and now SEGAPRO can bring you the first released pictures of this mega-hot new game direct from Japan.

The game boasts around 30 minutes of animated storyline, a whole new set of levels and music to beat anything yet released! There is also a rumour of a special Time Warp feature which is activated when you pass certain points at super-sonic speed.

SuperSonic CD is only 60% complete and won't be released until April 1993 at the earliest, but we will keep you informed of any news that comes our way.



MORE ANNETTE

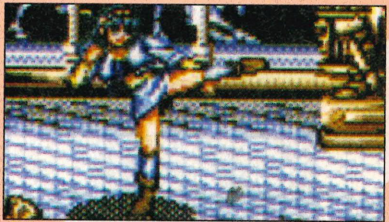


Hands up who thought that *Annette Again* would be another platform game. That many of you! Well, it's not a platform game at all, but a rather classy beat-'em-up with Annette strutting her stuff and kicking the living daylights out everyone!



The animation of Annette and her foes has been greatly improved and there's even a series of animated sequences specially drawn from scratch.

Compared to her previous outings in *El Viento and Earnest Evans*, she gets involved in more hand-to-hand scraps and can even pick up weapons or use her wealth of magical spells to blast her foes into oblivion.



Jap CHARTS

MEGA DRIVE

1	NEW	Sonic 2
2	1	LandStalker
3	3	Super Monaco GP II
4	4	Vixen 357
5	NEW	Sangokushi III
6	NEW	Denhem Aleste
7	7	The Gate of Bloodshed
8	8	Lunar the Silver Star
9	NEW	Prostar Football
10	NEW	Time Gal

GAME GEAR

1	NEW	Shining Force
2	1	Shinobi II
3	3	Batman Returns
4	NEW	Alien 3
5	4	Ninja Gaiden

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FINAL FIGHT'S AWESOME TWOSOME!

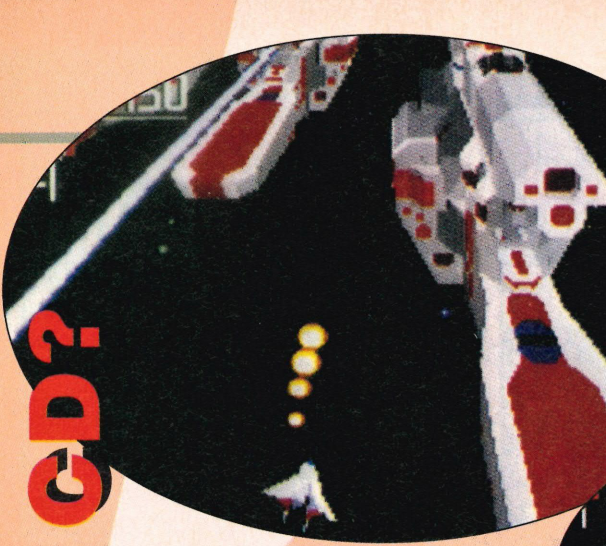
It's just about to be released in Japan and is all set to cause a huge, steaming row between Mega-CD owners and Famicom owners (that's what the SNES is calledin Japan). Why? Well, the SNES version, while having great graphics and sound, was only a one player game. The Mega-CD version has the same massive sprites and colourful backdrops, even better sound and you can play it in two player mode!

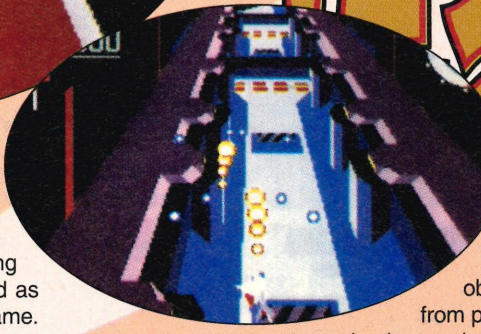


The graphics are truly stunning and we'd go as far as to say that they were totally awesome. How the game actually measures up isn't yet known, but wait for an exclusive review in SEGAPRO.



STARBLADE ON CD?





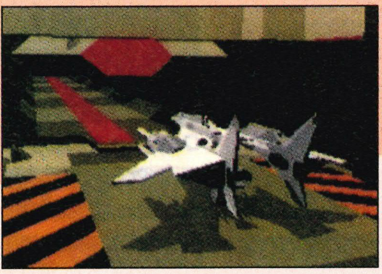


世界

Shilfeed (working title) is loosely based on the awesome arcade machine, *Starblade.* For those of you who haven't had the pleasure of playing this superb game, it's currently regarded as the fastest ever polygon-orientated game. Controlling a ship called the Starblade, you have to battle hundreds of ships, missiles and mother-ships in your quest to stop them invading your home planet.

While this may not sound at all impressive, you have to see the graphics move! It's very similar to Starblade and uses the three processors contained within the Mega Drive and Mega-CD to produce the polygon objects while still producing sound and music from the CD.

Not only are the main objects produced from polygons, but the backgrounds are drawn and shaded using fractal mathematics! This will surely push the Mega-CD farther than it's ever been pushed before. And the rolling demo that was shown at the Planet SegaWorld show in Japan caused huge amounts of people to rush to the TVs displaying it.





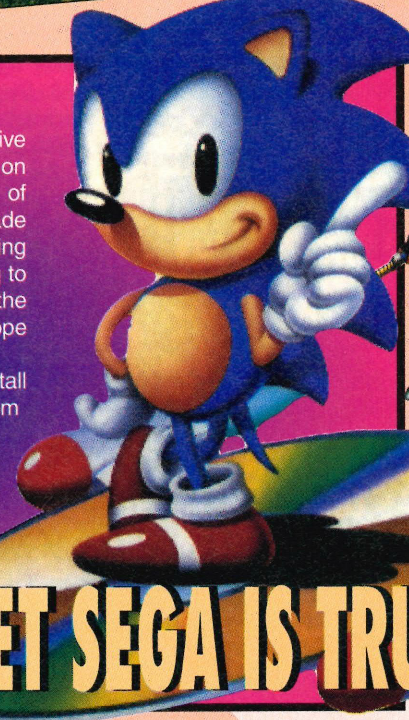
世界の

On the 6 December, two weeks after the release of *Sonic 2* on all formats, Sega Japan showed off something slightly different.

Sega held its biggest ever show in Japan at the Kokugikan in Ryogoku, taking over the huge complex. They had many guests at the show including a few "idol" singers (these are teenage girls who record a few albums, get adored by the entire of Japan for a few years and then fade away!) and some industry guests such as Yumiko Takahashi who wrote the awesome music for *Streets of Rage 1and 2.*

All of the new Mega Drive and Mega-CD releases were on display and even some of Sega's newest arcade machines where found lurking in the corner! Punters waiting to get in, were queing outside the hall throughout the night. I hope it was worth it!

There was even a charity stall where all the proceeds from everything sold went to a fund for children waiting for liver transplants. Nice one, Sega Japan!





LEGEND OF THE PLANET SEGA IS TRUE!

NIP BITS

Last month, the huge Planet Sega show in Japan held a little beauty contest to find the next model to act out the role of Time Gal in the forthcoming sequel by Wolfteam. The winner was a real stunner, boys. It's just a shame I can't show you a piccy of her!

Splatterhouse 3 is nearing completion in Japan. This 16Mbit cart is looking very gory and twisted indeed and will surely sell well here, despite the fact that its predecessor was not up to much.

Golden Axe III is still being written (if Sega Japan have any sense, it will stay that way!) and is around 60% complete. It boasts larger sprites, more attacks and a staggering collection of tunes. No doubt someone out there will be enthralled by this news!

One of the best selling CDs in Japan at the moment is a compilation album of the music from *Streets of Rage 2.* Composed by Yuzo Koshiro, the CD features 20 tracks of re-vamped console music. Not that it needs to be beefed up – the music is brilliant enough to listen to straight off your Mega Drive. If you want to try your hand at getting hold of one of these, the company producing it is called Alfa/GMO Records and the serial/order number is ALCA-443.

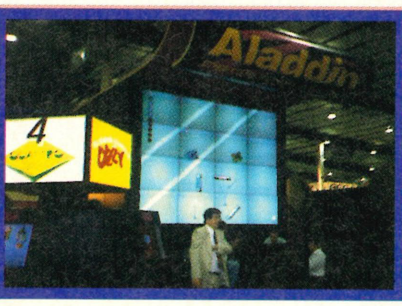
A *Streets of Rage 2* advert has been put together for show in Japan. A specially commissioned set was made to recreate the style of the game and actors were brought in to dress up and pretend that they were fighting! Add a dash of special effects for good measure and that's it! Oh, you want to know which character was in the advert? Blaze, of course...

With the advent of the new generation of *Make Your Own Video* CD games for the Mega-CD, two titles are scheduled for release in Japan. The two discs will feature music from C & C Music Factory and Kriss Kross. Personally, I can't see your average Japanese family partyin' on to the heavy beat of Things That Make You Go Hmmm! There are also rumours about INXS and Guns'n'Roses having their own CD video-mixing games.

VIVA LAS VEGAS

CES REPORT 1993

Even with the impressive reputation of the CES in Las Vegas – the largest computer electronics show in the world – it's hard to remain enthusiastic when the glitz and glamour is preceded by a 17-hour plane journey. However, if you can survive the truly terrible in-flight movie "Pure Country" and the life-threatening lemon tea, you are ready for anything.



This year, the show, which was held on January 6-9, was bustling with activity and promise. The emphasis was definitely on who could have the loudest stand and the award was split between the constant rock music ripping from the various CD karaoke systems and the Sega Activator stage which was booming fanatical ravings from an over-excited American compere. Considering the huge number of exciting titles that are being released for the Mega Drive, Sega-CD and Game Gear (the Master System is extinct in the US) in 1993, Sega were under-playing their hand considerably.

With Sega giving the green light to the Sega-CD in the US, a considerable part of the show was taken up with CD stands, but most surprisingly, there were very few promotions for the Sega-CD which, after all, is undoubtedly the future for Sega consoles.





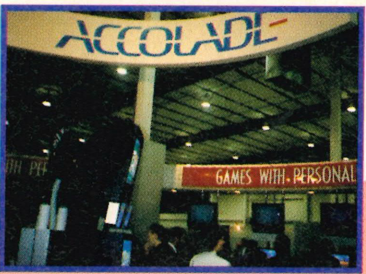
Unfortunately, the public were barred from the CES which meant the only people playing the thousands of games on offer were corpulent business men who can't get past the first level of *Sonic 2* and are stumped by the gaming simplicity of jumping and firing simultaneously. What a waste!

Despite a distinct lack of enthusiasm, Sega owners could still drool at the mass of quality software in the huge Sega stand encompassing all the third party licensees. Developers such as Acclaim/Flying Edge, Namco, Domark, Renovation, GameTek, US Gold and EA were all showing that Sega software is still the best in the world.

Most of the hot games had to be hunted for amongst walls of grey, but if you looked hard enough, the third party developers had surprises around every corner.

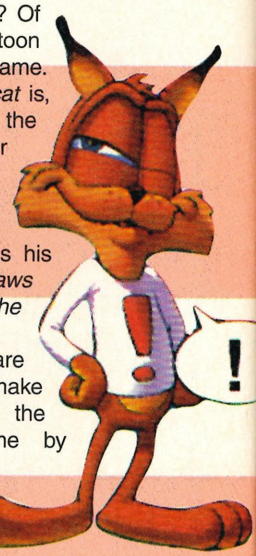
ACCOLADE

Accolade, who have at last won the right to produce Sega games, were making their presence felt with a plethora of "personality" licences.



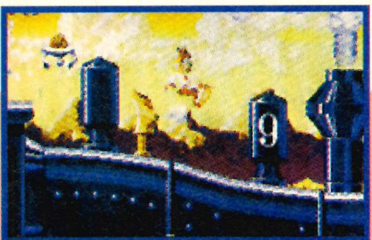
Hardball III is a complex but well-animated baseball sim, *Jack Nicklaus Power Challenge Golf* adds yet another *Leaderboard* clone to the set and *Summer Challenge* (sequel to *Winter Challenge*) features eight gruelling summer events including kayaking, archery and javelin.

With the sports fans catered for, what is missing? Of course, a cartoon platform game. *Bubsy the Bobcat* is, without doubt, the coolest character on the Mega Drive (forget sappy Sonic) and now he has his own game, *Claws Encounters of the Furred Kind*.



The graphics are incredible and make *Wonderdog* on the CD seem tame by comparison; but then, this is a 16Mbit





Bubsy the Bobcat looks and plays just like *Wonderdog* on the CD, but the graphics and unique flip screen effects are far superior.

cart! *Bubsy* contains over 16 levels of non-stop cartoon, slapstick action with dazzling animation on the central character and massive levels full of secret rooms. If SEGAPRO had a tip for the top then this is it. Watch this space, *Bubsy*'s comin' in April.



ELECTRONIC ARTS

Electronic Arts were proving why they are the best third party publisher with a host of 16Mbit games for '93. Good news for all Mega Drive owners is that the sequel to *Desert Strike* - voted best game of 1992 by SEGAPRO readers- is on its way. *Jungle Strike* features nine complex and highly political missions in even more hazardous conditions and it's all crammed into a 16Mbit cart. Now you can pilot a Comanche gunship, Stealth Fighter, hovercraft and even a motorcycle against the son of the desert madman. Take a look at the hot screenshots for an idea of the quality of this 16Mbit monster.



16Mbit *Jungle Strike* features nine levels of highly addictive blast-'em-up action. Brutal!

EA were also boasting a 16Mbit wonder called *Haunting*, *BOB*, *Tony La Russa Baseball*, *Mutant League Football* and the first airing of *James Pond 3: Operation Starfish* not due for release until late '93. In *Haunting*, you play a lost soul who can only escape this world if he scares the living daylights out of an evil family. The whole plot is very Beetlejuice but superb 3-D graphics and a high gore factor make this very desirable to *Splatterhouse* fans. *Mutant League Football* is basically a more violent *Speedball* with the playability of *EA Hockey*. Both are close to completion and should appear in the UK around May if all goes to plan.





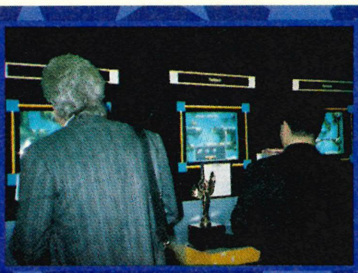
The missions in Jungle Strike include defending Washington DC (above) and using a combat hovercraft (top)



FLYING EDGE

Flying Edge (Acclaim) launched a full assault on the Mega Drive with plenty of titles to cover every aspect of gaming as well as the inevitable Simpsons licences. *Mortal Kombat*, *Bart's Nightmare*, *NFL Quarterback Club*, *World Cup Soccer*, *T2* (Arcade Game), *Super High Impact*, *Ferrari GP Challenge*, *WWF Super Wrestlemania* (CD & MD), *NBA All-Star Challenge*, *George Foreman's Boxing*, *MVP Baseball* and *Double Dragon 3*.

Apart from the above titles, Game Gear owners are also treated to *Spider-Man: Return of the Sinister Six*, *Bart Vs The World*, *WWF Steel Cage Challenge* and *The Incredible Crash Dummies* all to themselves.



US GOLD

US Gold shocked attendants with the breath-taking semi-sequel to *Another World*: *Flashback*. The game was programmed by Delphine in France-the same developers of *Another World*- and it shares the gorgeous graphics and stunning animation that makes *Prince of Persia* so special.



Seven levels of cinematic-style action with full screen storyboards and the animated delights of Rotoscope. For those of you who think this may be a lavatory disinfectant, Rotoscope is the process by which you film a live actor, remove everything except the basic outline, and then fill the body with computer graphics. This system makes for greater realism. *Flashback* will undoubtedly open to rave reviews this year so watch out.

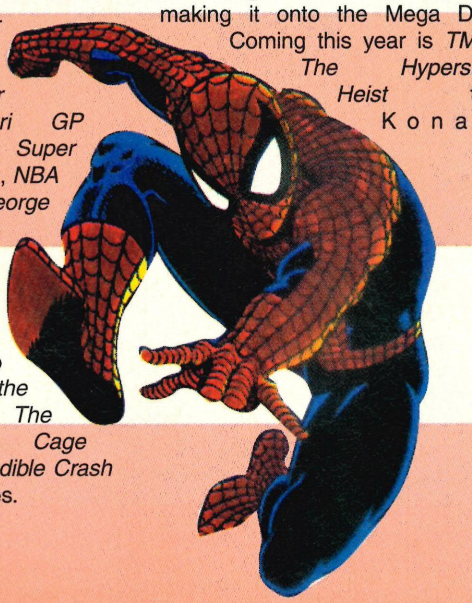






NINTENDO ON SEGA?

If you were brave enough to venture between the Sega and Nintendo sections then a strange phenomenon reared its head. It is amazing how many traditionally trademarked Nintendo games and characters are making it onto the Mega Drive. Coming this year is *TMNT: The Hyperstone Heist* from Konami





(reviewed in this issue. *Battletoads* and *Championship Pro-Am* are hitting the Mega Drive courtesy of Tradewest and *X-Men*, *Tiny Toons*, *Toxic Crusaders*, *Another World* and *WWF Super Wrestlemania* are following suit. Who's next? Mario?

The reasons for Sega's laid back approach are unclear. Maybe they are awed by Nintendo's Super FX chip (I doubt it), or just don't have any decent software (rubbish). The most likely reason is that with the Mega Drive selling over a million units in 1992, *Sonic 2* dominating every chart over Christmas, and the successful release of the Sega-CD in the US, Sega are content to relax for once and let the record speak for itself. Your move, Nintendo!

VIVA LAS VEGAS



WELCOME TO THE NEXT LEVEL

SegaPro readers should be familiar with the wealth of CD games currently emanating from Japan, but only a select few reach the official shelves due to Sega's strict quality control. However, despite bold claims, Sega have fallen for the old trick of releasing games that show off the technology, but fall short as games in their own right. Sega have still not decided when the Sega-CD should grace our shores but the software on show at the CES is a good indication of what the first batch of releases could be. *Cobra Command*, *Sherlock Holmes*, *Batman Returns*, *Sewer Shark*, *Road Avenger*, *Wonderdog* and *Night Trap* are all in for the running, but just how much support is there from the software developers?

Many third party publishers are actively involved in CD games, with Sony Imagesoft leading the pack with a startling 14 releases in '93. The pick of this bunch are definitely *Dracula*, *Make Your Own Music Video*, *Cliffhanger*, *ESPN Baseball*, *ESPN Football*, *Chuck Rock* and *Sewer Shark*.

Other releases include *Jaguar XJ220*, *Monkey Island 1&2*, *Dungeon Master 2*, *Heimdall* and *Wolfchild* by JVC; *Alien* and *Mortal Kombat* from Arena, *Black Hole Assault* from Bignet, *WWF Wrestlemania* from Flying Edge and *Road Avenger* (reviewed this issue as *Road Blaster FX*) from Renovation. Sierra are currently working on the fifth in the *King's Quest* series, *Stellar 7* and *Willy Beamish* to name but a few and Tengen announced *Pit-Fighter II* and *RBI-5*, probably distributed over here by Domark.

No surprises from Virgin, *Terminator* and *Another World* are their quality offerings; with the film licence sporting larger sprites and massive levels to quash any criticism of the Mega Drive version's challenge.

Also on view from Sega were *Citizen-X*, *Sol Feace*, *Sliphead* and the stunning *Rise of the Dragon: A Blade Hunter Mystery*.

Many of these games were on display and ready to play, but no-one was interested because the public weren't allowed in. It was up to the Pros to bust the games wide open and embarrass all the "suits" who don't know one end of the joypad from the other. Just as well we were there!

NIGHT TRAP

Sega





Night Trap is definitely a CD game. From the moment you turn it on, it is clear that no other machine could handle the immense memory on offer here. The plot is simple. Beautiful teenage girls have been kidnapped by a bunch of psychos, known only as the Martins, and held for unsightly experiments. In addition, a hideous group called the Oggers are lumbering around the house attacking the occupants. As a member of the Night Trap organisation, you have to use the video cameras around the house to find Oggers and capture them in a large variety of booby traps. All the traps require coloured codes to activate them (a beep tells you when to fire); this code frequently changes. As each new girl enters the house, more Oggers creep into the house and the quicker you have to be. At your disposal are eight cameras: Bathroom, Hall 1, Hall 2, Bedroom, Driveway, Kitchen, Entry Way and Living Room.

The action unfolds in FMV (full motion video) with all the footage, filmed with live actors playing the roles. The tension is heightened by never knowing where the Oggers will strike next, but there is great satisfaction in disposing of these Ninja car mechanics in a gruesome fashion.

Due to the Mega Drive's disappointing colour palette, the colours are muted and the FMV is grainy. The game looks fantastic with no noticeable disc access delays and, if you can stand the terminally bad acting, then Night Trap is a hugely involving and original game. Repetition may creep in, but with such scantily clad babes to rescue, you can't refuse their pleas for long.

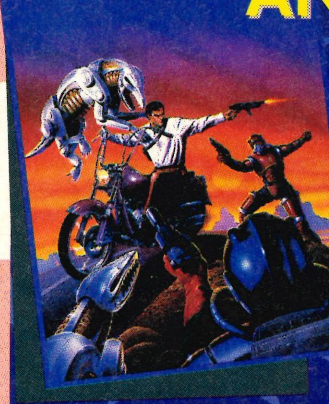
SEWER SHARK

Sony Imagesoft



Essentially, *Sewer Shark* is a very basic shoot-'em-up with lots of flashy graphics thrown in for good measure. The object of this subterranean set-to is to earn yourself a million pounds of tube vermin so that you can retire and live the life of luxury currently enjoyed by the millionaire playboy Pat Kellys of this world. You pilot a small, but highly powered ship called the Hole Hawg. The action is

AND THE REST





Rolling Thunder 3 adds a new dimension to the original game with a fast motorbike and jetski chase sub game.

Also looking sharp from the third party guys were *Rolling Thunder 3*, *Splatterhouse 3*, *Terminator* on CD, *Global Gladiators*, *Tyrants*, *Another World* (MD & CD), *Toys*, *Jaguar XJ220*, *Chester Cheetah...Too Cool to Fool*, *F-15 II*, *Gods*, *Dracula*, *Pirates*, *Cliffhanger*, *Wayne's World*, *Chase HQ II*, *Flintstones*, *Humans*, *Batman: Revenge of the Joker*, *Blaster Master 2*, *Dave Crane's Amazing Tennis*, *Road Avenger* (*Road Blaster FX* on CD), *Race Drivin'*, *Mig-29 Fulcrum* and *Breach*.

Of these, *Rolling Thunder 3* and *Splatterhouse* 3 came as complete surprises, but fortunately, pleasant ones. Both games are excellent with the secret agents in *Rolling Thunder 3* taking to jetskis and motorbikes as well as pumping lead with the trusty machine gun. *Splatterhouse 3* changes the horizontal format of the original in favour of the maze layout of a massive mansion. Each room must be explored and rid of ghouls before you can progress. Splatter fans will be glad to know that all the gore of the original has been surpassed in this blood fest. Excellent!

Arcade giant, Takara also entered the Sega scene with two hit titles currently doing the rounds on the Super NES. *Fatal Fury* is the closest thing Sega owners will get to *Street Fighter II* (unless the Championship Edition arrives this year as rumoured) and features huge sprites and loads of super moves. *King Of The Monsters* is a one-on-one battle between two Godzilla type monsters, using the fray as an excuse to flatten Japanese cities. The graphics are extremely colourful but the big question is whether anybody will shout "Fools, I will destroy you all."



Among the many Sega delights from Domark, *Mig-29 Fulcrum* has to be the best. Look for it in Aptril/May.



Splatterhouse 2 was banned in some contries for excessive gore. Now the sequel is a complete blood fest.

Sega were also still showing off *Sonic 2* on all formats as well as the excellent *Ecco the Dolphin*, *Batman Returns*, *Young Indiana Jones Chronicles*, *Jester*, *Talespin*, *Ariel: Disney's Little Mermaid*, *Ex-Mutants*, *Home Alone*, *Cool Spot*, *Outlander*, *Shinobi III* and *World of Illusion*, but curiously there was nothing about *Streets of Rage 2*.

viewed from the cockpit as FMV sewers flash by with pests like Ratigators (cross between rats and 'gators), bats and scorpions requiring immediate attention. A robot, called Catfish plots your courses through the sewers and your guide for this trip will be a true slime vet, Ghost. Energy stations can be found and advice gleaned from the automated pods. Not only does the FMV create an amazing sense of speed and narrow escapes, but the panic-stricken face of Ghost shouting into his microphone during a chase is enough to send the pulse racing. *Sewer Shark* is an incredibly fast game utilising the Sega-CD's 12.5MHz of processing speed to the limit, but as to how long it will last...

RISE OF THE DRAGON:
A BLADE HUNTER MYSTERY
Sega



At last a game for the CD that taxes the mind. Blade Hunter is the name of the detective you control in this futuristic adventure. A mysterious plague is ravaging the city with victims literally being melted by the virus. Police have no clues as more and more people are struck down by drug lords using the panic to peddle as much filth onto the streets as possible.

The game is played from Blade's perspective with menus for his inventory and each location portrayed with dark, moody graphics. Characters can be conversed with using text alternatives, but replies are all spoken in various accents. As you guide the cursor over areas of the screen, it changes according to areas of interest. If, for example, you want to turn on a tap, the cursor changes to an arrow to indicate that it is an object you can interact with. Other areas may need closer inspection with the magnifying glass. Many of the objects found in Blade Hunter must be found with visual clues like the eye of the dragon statue blinking to reveal a hidden switch.

Blade is working for the Mayor on this case, trying to find his missing daughter, but you can still be captured by the police and thrown in the slammer losing precious time. Interaction with characters, such as your girlfriend and street punks, will gain you information, but might also get you dead.

If you want a challenging RPG game, then the power of the CD will certainly make this a summer hit.

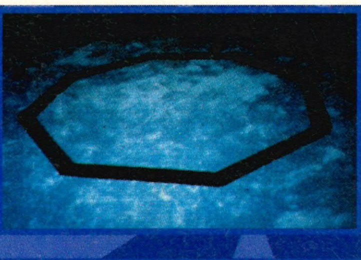
ACTIVATE!

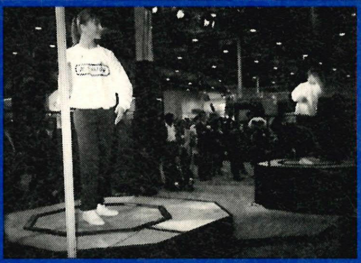
By far the biggest promotion concerning the Sega-CD was the Activator sound stage – set slap bang in the middle of the hall. Every hour, a live TV crew would roam the CES looking for an innocent victim to test out the latest CD technology while an American commentator babbled insensately for the whole time. No matter where you were at the show, you could always tell when the Activator was being shown because booming organ music would deafen everyone within earshot.

So what is this curious looking device? The Activator is an octagonal ring of plastic that you set on the floor and connect to your Sega-CD. Inside the plastic strips are infra red sensors and to use the Activator you must first let the CD scan you and establish height, build etc. You can choose from a music or game CD that comes with the package and once loaded, every movement you make in the Activator will, for example, play different musical notes or let you control the fighting moves in *Streets Of Rage 2*.

The whole system depends on whether you are prepared to jump, wave your arms about and punch into thin air for a few hours to beat up the bad guys. The really amazing thing about the Activator is that it can distinguish, no matter what the position, an arm from a leg. Even if you crouch really low and punch, the game will register a low blow.

Imagine its power! You now have the chance to smash the hell out of your friends without leaving bruises! Think of the exercise you will get trying to play Beethoven's fifth with your feet; or fighting your way through the whole of *Streets Of Rage 2* in one player mode! The good news about this amazing piece of wizardry is that the developers think it will retail for only $80 (about £50) in the US. That's the same price as the Menacer! Which would you rather impress your friends with?

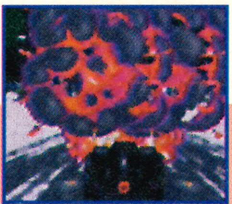




Athletic young girls were not the only thing on show at the CES. Here, the Activator is demonstrated on *Streets Of Rage 2*.

BATMAN RETURNS
Sega

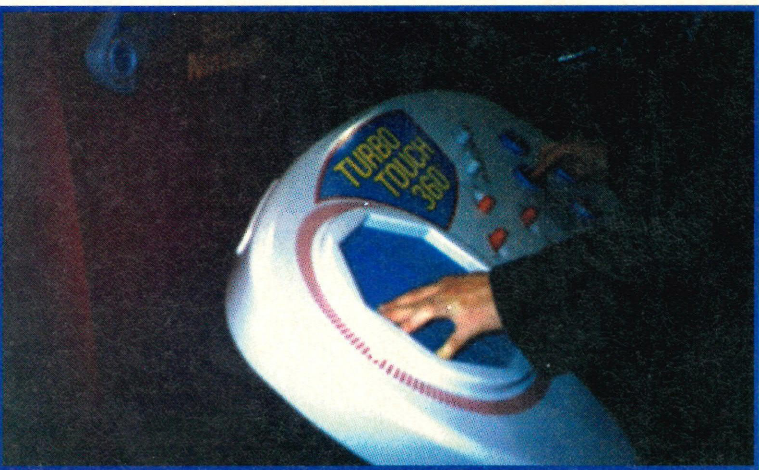




Bearing absolutely no resemblance to the original game, *Batman Returns* on CD is split into two different playing modes. There is the regular horizontal platform adventure; with Batman swinging from roof, tops battling the Penguin's mechanical birds and whipping up a frenzy with Catwoman. The second subgame features the high speed Batmobile car chase with the Penguin's circus troop. Garish trailers and jeeps veer all over the road whilst unloading bombs and shooting missiles. The Batmobile is equipped with heat-seeking missiles and front guns to take out the enemies, but be warned, they take loads of hits! If you are looking for a challenge then *Batman Returns* on CD is it.



Sega's sensational new coin-op features pumped up air bags on the seats to re-create G forces. The graphics feature the latest VR technology with the smoothest graphics ever seen in a racing game. The big question is whether it will cost £5 a go!



Among the new innovations, this Turbo Touch 360° joypad was specially designed for short-sighted Volvo drivers. It may look like a pantomime prop, but it actually works and proves just how responsive the new pads are.



PRO DATES?

30 14 1 25 3 8 4



Welcome to the all-new ProDates section. Listed below are the definitive Sega release dates for this and forthcoming months. Updated every month, it's the only release information you'll ever need. This month, there's news of Street Fighter II: Championship Edition, Fatal Fury, F-15 Strike Eagle... and that's just for starters.



MEGA DRIVE

NINJA GAIDEN ● Sega ● £39.99
Master System owners are not the only ones that can enjoy the latest in the Ninja Gaiden, martial arts series.



CHIKI CHIKI BOYS ● Sega ● £34.99
This one was quick to be released officially. Shame that it's a pretty sad game. (SEGAPRO#16, 44%.)

MEGA DRIVE

MEGA-LO-MANIA ● Virgin ● £39.99
Power-hungry "gods" battle it out on a series of islands using innocent human beings as playing pieces. Build up your race so then can invent new weapons and claim the island. Reviewed in this issue.

CYBORG JUSTICE ● Sega ● £34.99
You are a robot warrior, seeking revenge after an evil robot shredded you into little pieces. Basically a one or two player beat-'em-up with the nice idea of being able to pick up other robots' body parts and clamp them to yourself!

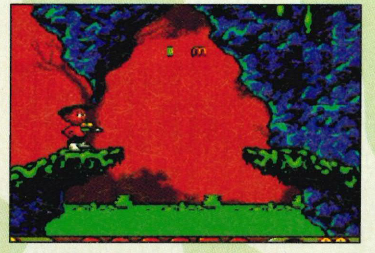
OUT RUN 2019 ● Sega ● £39.99
Is there no end to the Out Run series?! This one is set in the very near future and puts you in the seat of a super-fast futuristic car. It has been released in Japan as *Junkers' High*.

SHINOBI III ● Sega ● £39.99
Joe is back again, but so are the Neo Zeed! New moves, weapons and magic will all be used to defeat this evil gangster and free the city. The full review is in this issue.

STAR WARS ● Sega ● £39.99
SNES owners took great delight in rubbing Mega Drive owners' faces in the dirt when they showed them this game. Now we can have the satisfaction of doing it to them.

FATAL FURY ● Sega ● £39.99
Neo Geo players will instantly recognise the name of this Street Fighter 2 clone. Plenty of players, moves and blood-thirsty action to keep everyone happy.

GLOBAL GLADIATORS ● Virgin ● £39.99
Reviewed in this issue, Mick and Mack charge around the world, cleaning up all the gunge that's polluting our environment and Ronald McDonald helps them!



STEEL TALONS ● Domark ● £39.99
This started out life as a very good coin-op and then it was converted for the Mega Drive. It's terrible on import, but due to be enhanced for its UK sortie! (Import version, SEGAPRO#16, 69%.)

NBA '93 ● EA ● £39.99
More NBA playoff basketball action with updated team stats and even more players to pick and choose from.

MASTER SYSTEM

TECMO WORLD CUP SOCCER ● Sega ● £29.99
Formerly a very playable coin-op footy game, it's now been converted onto the Master System and is set to challenge *Champions of Europe* and *Super Kick Off*.

BATMAN RETURNS ● Sega ● £29.99
The film was terrible, the Mega Drive version wasn't that hot either so we hope that this will be a whole lot better.

STREETFIGHTER II - CHAMPIONSHIP EDITION ● Sega ● £39.99
Yep! It's confirmed! The hottest (and most hyped) game for ages is going to hit your Mega Drive in mid-April. There is a six button joypad to go with the game, allowing you to execute all the moves and combinations that are in the arcade version. Also, you can play any of the last characters (ie M Bison, Vega, Sagat and Balrog) and they have some awesome special moves!



MEGA DRIVE

SUPERMAN ● Virgin ● £39.99
The man who insists on wearing his underwear over his trousers leaps his way onto your Mega Drive.

PAPERBOY 2 ● Domark ● £39.99
The first game didn't go down too well when it was released over here. Hopefully, the sequel will be bigger, better and more playable.

F-15 STRIKE EAGLE ● MicroProse ● £39.99
This was one of MicroProse's first flight sims and it now been converted for the Mega Drive. Let's hope that it's better than *Steel Talons!*

SHINING FORCE ● Sega ● £39.99
Reviewed in SEGAPRO#13, this imported RPG was let down by the Japanese text. Now it's in English.



WIMBLEDON TENNIS ● Sega ● £34.99
Another tennis game from Sega that will be hoping to cash in on the great British summer tourney.

MASTER SYSTEM

HOME ALONE ● Sega ● £29.99
The Mega Drive version was okay-ish. Maybe the developers will have ironed out a few of the flaws by the time it's released on the Master System.

WORLD TOURNAMENT GOLF ● Sega ● £29.99
Another chance to dust off your clubs, wake up your caddy at 5am and proceed to hit a small white ball around a big field! Brilliant fun, if you like that sort of thing.



FEBRUARY

EX-MUTANTS ● Sega ● £34.99
Charge around giant underground labs looking for power cells to save the dwindling Dr Kildare and rescue your buddies in a post-apocalyptic world. See the review in this issue.

G-LOC ● Sega ● £39.99
Hold onto your breakfast with this *Afterburner* clone. Shoot down enemy planes with missiles and guns, but watch your tail!

PGA TOUR GOLF 2 ● EA ● £39.99
New and improved, this updated version of the classic golf game has a host of new features, improved graphics and more courses to play.

X-MEN ● Sega ● £39.99
Take control of either Wolverine, Cyclops, Gambit or Colossus as you search through seven stages to find Professor X. Switch between characters or stay with your chosen hero. It's up to you.

MASTER SYSTEM

MICKEY MOUSE 2 ● Sega ● £29.99
After a little break, Mickey is had enough rest for his next adventure on the MS. More cutesy platform fun is the order of the day here!

GAME GEAR

ARIEL THE LITTLE MERMAID ● Sega ● £29.99
As said before, this is a cut-down version of *Ecco* and is ideally suited for the Game Gear. Loads of puzzles and large levels.



E HOLYFIELD BOXING ● Sega ● £29.99
Beat the hell out of everyone on the move. Pick your fighter and send him into the ring against loads of different opponents.

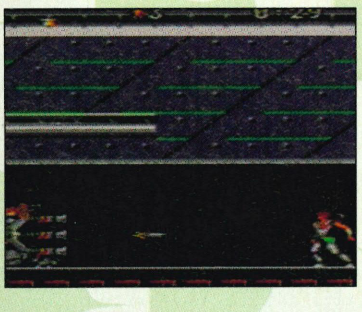
PREDATOR 2 ● Sega ● £29.99
Has been available on import from the USA for a few weeks, but is all set for official release. Save the hostages while avoiding the wrath of the Predator.

CHAKAN ● Sega ● £29.99
Mr Forever Man himself makes an appearance on the Game Gear. Sword-slashing, somersaulting action on the small screen.

MARCH

WONDERBOY IN MONSTERWORLD ● Sega ● £29.99
A cross between a platform game, cutesy kid's game and an RPG. Funnily enough, it works very well and is as taxing as it is fun.

STRIDER II ● US Gold ● £32.99
The last of the Striders (an organisation to protect the world from outside invaders) is called upon once more to do his stuff and save the world. Reviewed in this issue.



KRUSTY'S SUPER FUN HOUSE ● Acclaim ● £32.99
Krusty the clown has a problem. Rats have infested his Fun House and it's up to him to lead them to the traps manned by the Simpson gang.

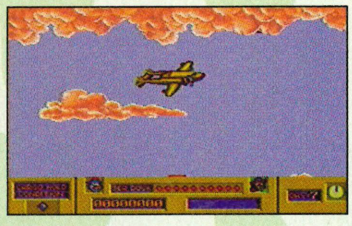
PIT-FIGHTER ● Domark ● £32.99
This Atari coin-op fails to mirror the success of the Mega Drive version (SegaPro#15, 75%.)

GEORGE FOREMAN'S BOXING ● Acclaim ● £32.99
Put on your best boxing shorts and prepare to do battle with fighters of all ranks and abilities in this head-to head battle. (SegaPro#15, 69%.)

GAME GEAR

TOM & JERRY ● Sega ● £29.99
Chase Jerry around several different levels in a vain attempt to catch him. All the cartoon's nasty traps are here and some of them will really make you wince in sympathy for poor old Tom!

TAILSPIN ● Sega ● £29.99
Baloo and Kit are in a contest that involves picking up cargo from nine exotic locations all around the world. The prize: a lifetime contract for the airline!



HOME ALONE ● Sega ● £29.99
Guide Kevin around his neighbourhood to protect the houses from to very stupid burglars. Lay down traps in the houses and wait for them to trip them!

GEORGE FOREMAN'S BOXING ● Acclaim ● £29.99
Out on import as *Heavyweight Champ*, this should be hitting the Gear with a shallow punch. (SegaPro#15, 70%.)

KRUSTY'S SUPER FUN HOUSE ● Flying Edge ● £29.99
Help Krusty and the rest of the Simpson gang to rid his Fun House of Rats. A cross between a platform game and a puzzler.

SPIDER-MAN 2 ● Flying Edge ● £29.99
More Spider-related antics with the infamous web-slinger!

APRIL

CALIFORNIA GAMES 2 ● Sega ● £29.99
California Games 2 is the latest in a series that started way back on the Commodore 64 with *Summer Games*. An ongoing sporting tradition.

RENEGADE ● Sega ● £29.99
Time for a bit of mindless violence! Fight your way through gang-infested streets using your martial arts skills to keep you safe from harm.

RAINBOW ISLANDS ● Sega ● £29.99
Another classic Amiga game converted for the Sega family of consoles. This is the sequel to the hugely successful *Bubble Bobble*.

STREETS OF RAGE ● Sega ● £29.99
There isn't a single decent beat-'em-up on the Master System. That is, until *Streets of Rage* is released. Take control of an ex-police officer intent on cleaning up the streets of Mr Big's gang.

CAPTAIN PLANET ● Sega ● £29.99
Loosely based on the popular TV cartoon series where four young people each hold the power of one of nature's elements. Combine them and you get Captain Planet who protects the Earth from pollution.

WIMBLEDON 2 ● Sega ● £29.99
Anyone for tennis?

SPIDER-MAN 2 ● Sega ● £29.99
Spidey is on the loose again and is busy crawling up walls, shooting webs everywhere and generally acting like a spider!

GLOBAL GLADIATORS ● Virgin ● £39.99
Mick and Mack continue their quest to clean up the globe on the Master System.

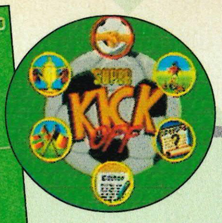
GAME GEAR

CRASH DUMMIES ● Acclaim ● £29.99
Remember those TV ads with the funny looking dummies flying through the windscreens of cars? Well, they have their own cartoon in the States and now they have their own game!

GREENDOG ● Sega ● £29.99
Greendog has been beached without his surfboard and it's up to you to help him gather the pieces of it and surf into the sunset!

GLOBAL GLADIATORS ● Virgin ● £29.99
These Mick and Mack characters get everywhere! Clean up the world with the aid of a splurge gun and a bit of help from a "green" Ronald McDonald!





SUPER KICK OFF

MEGA DRIVE

The Mega Drive has a dire lack of decent football games. By far the best has been European Club Soccer by Virgin. Lack of serious contenders and its success, more than its quality, has promoted it into the Pros' Top 100 Sega Games. However, it is far from perfect and Super Kick Off is one of the games leading the challenge for the footy-king crown.

Anyone who has owned an Amiga will have heard of this ground-breaking footy game. Dino Dini wrote the original for Anco in 1990 and, subsequently, followed it up with an updated version, Kick Off 2, that included numerous team, player and competition updates. The Mega Drive version has been programmed by Tiertex and is loosely based on Kick Off 2, hence the title Super Kick Off.



GAMEPLAN

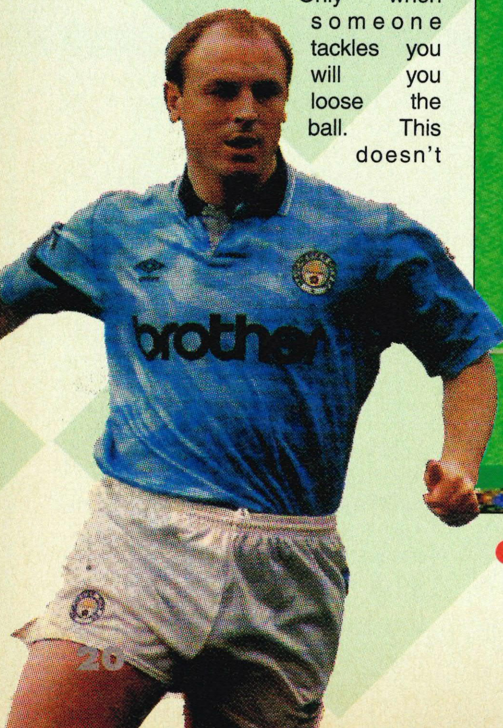
Viewed from overhead, it seems like just another footy game. Well, that is until you play it! Many previous footy games suffer from one major flaw – the ball sticks to your player's feet! Only when someone tackles you will you loose the ball. This doesn't give any realism to the game. *Super Kick Off* takes a new step forward for football games in this respect. Not only does the ball not stick to your feet, but it's also possible to loose possession by turning too quickly or just generally messing it up!

All the features of real football are present in this silicon version: penalties, free-kicks, bookings, injuries and even substitutions! The game can be tailored to your requirements and can even be slowed down if the fast and furious action is just too much for your mind to cope with!

Each player has his own set of playing statistics so you can re-arrange your team to put the best players in goal-scoring positions. The teams' and players' names can be customised and then saved in the battery-backed RAM for later use.

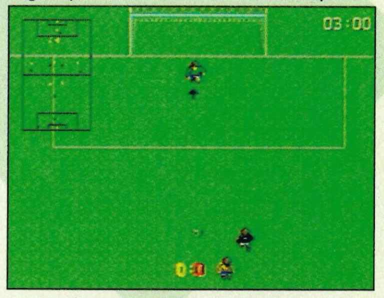
If you get bored with playing single matches, you can compete in one of the Cup competitions that are in the game. Here you can play a league season, an FA Cup Tournament or even a European Cup match! There are a number of different playing options ranging from computer vs player one to computer vs computer (now you know what to do if there isn't any football on the TV!). You and a friend can battle it out head-to-head or gang up on the computer!

Super-smooth scrolling and high-speed, flicker-free sprites

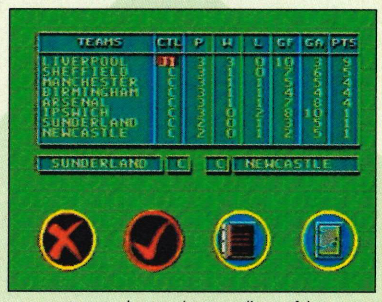




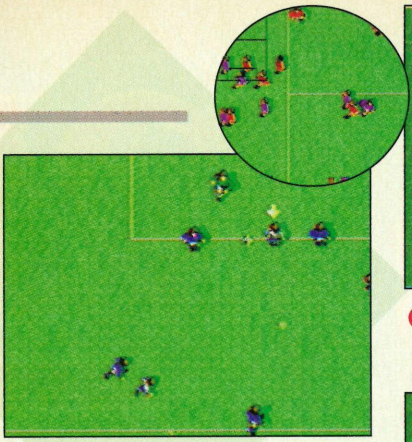
After a beautiful floating cross from the right wing, the goalie dived for the ball and missed! All I have to do now is run for a few yards and trickle it into the net for a well deserved goal!



Three minutes left and I gave away a penalty! What a drag! The arrow indicates the direction the ball will travel.



Despite the penalty, I'm still top of the league! This position can be saved at any time for future play.



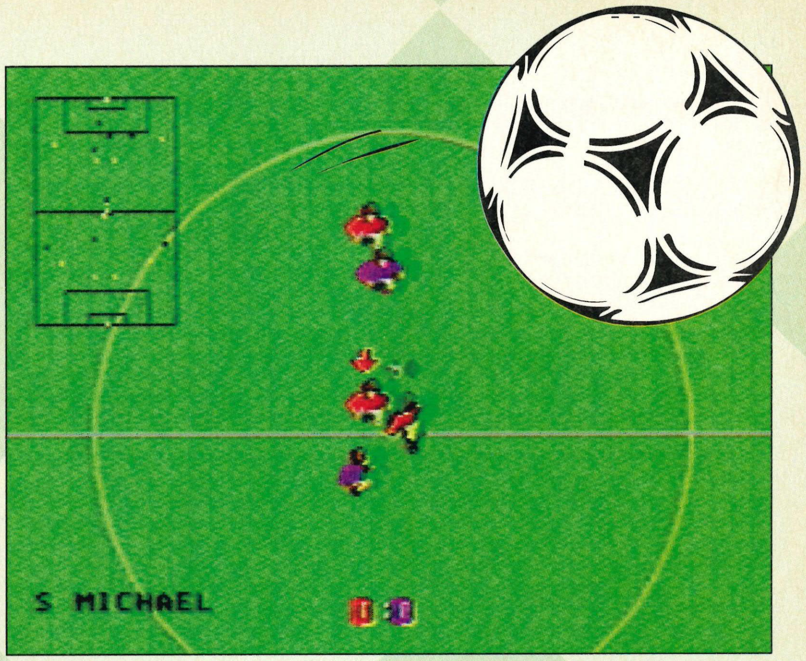
What a shot! The goalie is off his line and only a miracle will save them now! 1-0 to me, I think!



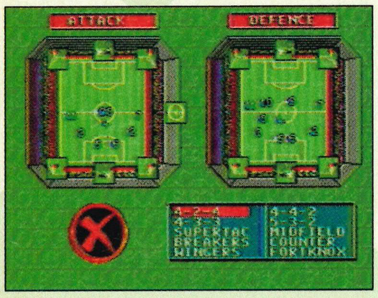
International match time! Guess which team I'm playing? The ref tosses the coin and it's onto the pitch.



The team editor allows you to change the team names in the normal league or International football teams' names.

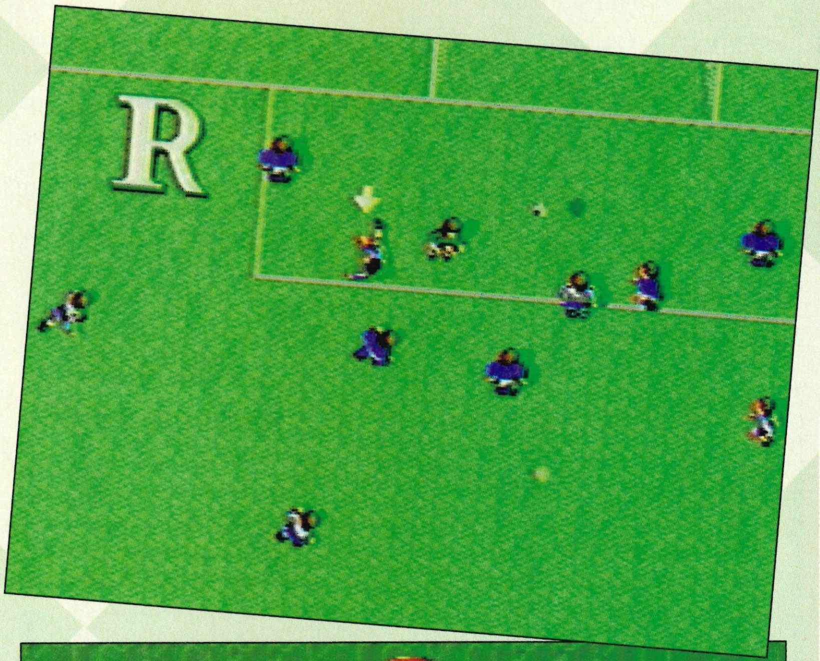


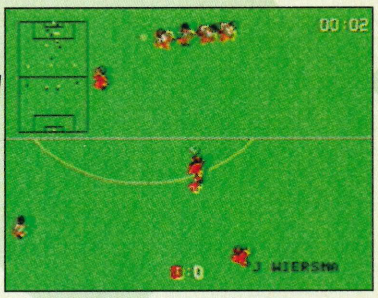
The bottom corner displays the name of the player currently in possession. In this case, S Michael is the player with the stonking great arrow pointing straight at him. There's no hiding place for anyone and the ref is quick on penalising dirty players.



The formation editor lets you play around with the formations in defence as well as attack.

enhance the light-speed feel to the game and even the menus are presented in detailed graphical form. Sound is good, combining roaring crowds, Ooohs, Aaahhs and whistles to bring a brilliant atmosphere to the game.





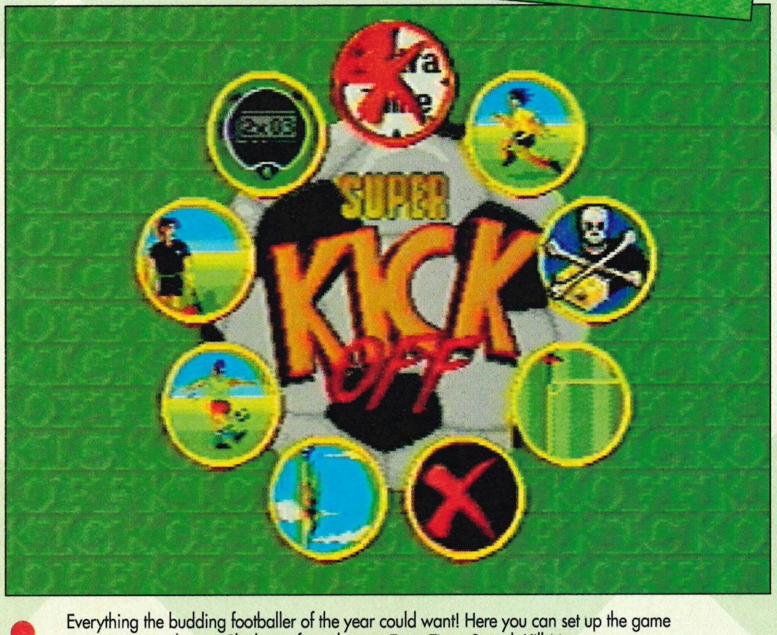
Free kicks are notoriuos for producing great goals. I don't think this one will go into the goal somehow.

PROS

The dribbling and ball control in *Super Kick Off* is different to any other game on the Mega Drive. The game requires you to attain a high degree of skill as far as passing and shooting is concerned. The goalie is completely computer controlled, so that takes a little of the pressure off, but the computer isn't always as smart as a human player would be! Free kicks are fairly scarce and unless you're determined to get a player sent off, then it's more pure accident if you foul an opposing player.

PROPLAY

With all games, playing them well requires a lot of practise – who can say that they've completed any game properly on their first ever go – and this game requires more practise than others. This is why the options' screen enables you to practise passing, dribbling and shooting. It also allows you to practise free kicks and penalties, but these rely more on luck than a well-placed kick. As it stands, it will be very welcoming to players who have bashed away at the Amiga version for a while, but any newcomer to the game may be a little bit phased by the control method.



Everything the budding footballer of the year could want! Here you can set up the game to your personal taste. Clockwise from the top: Extra Time, Speed, Kill Memory, Corners, Exit, Wind, Shooting, Offside, Time of play.

SUPER KICK OFF

US GOLD ● £39.99 ● OUT APR

CART SIZE.....4Mbit
PLAYERS 2
STAGES...............5
SKILL LEVELS 3
FEATURES..vs, backup
CONTACT
US GOLD ✆ (021) 6253366

AVAILABLE IN UK



REVIEW SYSTEM

INTRODUCTION
Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW
The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS
Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE
All the info you'll need. The phone number given is of the main supplier in the UK and who the Pros got the game from. If the game's on import only, it'll contain an importer's phone number only.
The Action/Strategy bar reflects how much strategical element is in the game – it does not mean that the game is a strategy game – you have to read the review comments to discover a game's category.

PROSCORE
We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!
A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR
Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

IMPORTS
If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. Also, some Jap carts will only produce a picture through the AV socket on the back of the Mega Drive. This means that they can only be played on a SCART TV or a monitor.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these should be okay.

PROTALKERS

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fancy becoming a ProTalker, send your name, address and telephone number to *ProTalk, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

MEGA DRIVE

24 GLOBAL GLADIATORS 93%
Take control of Mick or Mack as they battle to clean up the world in this highly original, addictive and compelling platformer.



34 TMNT 86%
Lead the Turtles deep into Shredder's hideout in this two-player arcade game. All the Turtles, all the special moves and all the menacing baddies are here.



53 ROLO TO THE RESCUE 72%
Electronic Arts have released a stonker in the ultra-cutesy animal-saving escapades of Rolo the Elephant. Roll(o) over *New Zealand Story*.



54 CHAMPIONSHIP PRO-AM 75%
This 3-D *Super Sprint* variant offers simple good-fun gameplay. There are many tracks to face and conquer in your souped-up monster truck.



56 CHAKAN 76%
Based on the popular US comic, Sega's licence takes a novel twist as The Forever Man must stalk the Earth fighting for his death!?

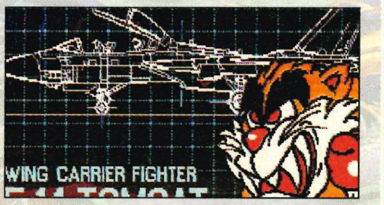


MEGA CD

30 ROAD BLASTER FX 81%
This laser sequence game is based on revenge. Chase along the highway seeking out the road gang that killed your newly-wed, Mad Max style.



62 AFTER BURNER III 55%
Fly into the danger zone, taking out everything and anything that moves in this arcade blaster which puts you in the seat of a F-14 Tomcat.



reviews INDEX

38 SHINOBI III 89%

Joe Musashi is back on Sega and this time he's bigger and deadlier than before in this, the latest of the popular series of martial arts beat-'em-ups.



40 EX-MUTANTS 69%

Sega's average arcade game, based on the comic, has over ten levels in which you must save your Ex-mutant comrades from the evil Lord.



42 MEGA-LO-MANIA 92%

A massive god-game that's packed with humour and 28 levels. Guide your leaders through the ages, from prehistoric times to the future.



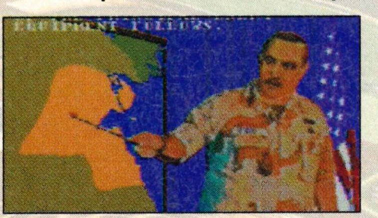
46 POWERMONGER 72%

Take control of your troops, conquering lands and leading your people into battle against the other lords of the land. In *PowerMonger*, glory is yours!



58 SUPER BATTLE TANK 44%

As commander of a super tank, you storm the desert and take on an Iraqi aggressor who fields his tanks, mines, copters, scuds and artillery.



60 DEADLY MOVES 71%

Street Fighter II it may not be, but it is available. This one-on-one two player beat-'em-up takes you into the realms of international street-boxing.



64 TAILSPIN 71%

Disney's popular cartoon, featuring the dodgy air frieght company run by Baloo and Kit, makes a colourful splash onto Sega's premier console.



64 ARIEL THE LITTLE MERMAID 78%

Another Disney cartoon hits the console world. *Ariel* must be guided through mazes in this cute kiddies' underwater arcade adventure.



MASTER SYSTEM

26 STRIDER II 75%

The Striders, strong acrobatic warriors, are back. Take control of Hirju, the youngest and most powerful, in an effort to destroy the Grand Master.



37 TAZ-MANIA 81%

After being on MD and GG for a few months, Taz finally gets his teeth into the MS. In this platformer, Taz has to fing the Lost Seabird's Eggs.



GAME GEAR

36 SHINOBI II 90%

This is the equivalent of the forthcoming MD *Shinobi III*. Guide Joe through the levels, rescuing trapped ninjas and searching for Elemental Crystals.

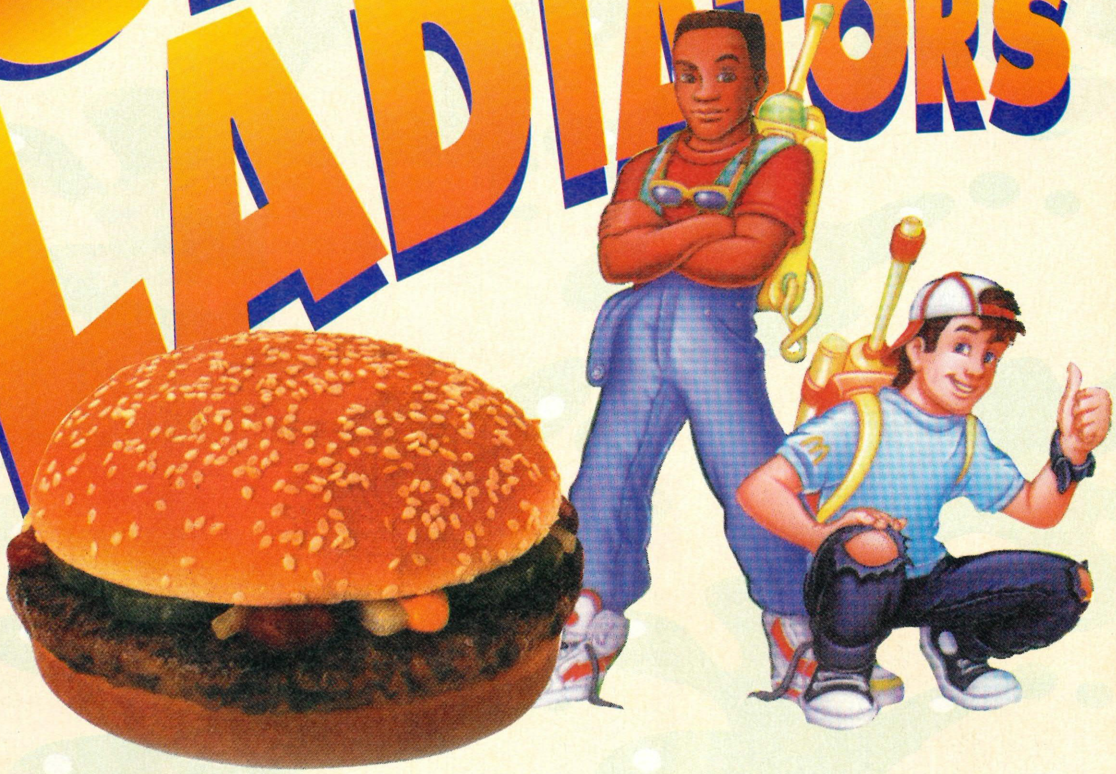


65 STREETS OF RAGE 86%

Take control of Axel or Blaze in this violently popular Gear version of the MD smash hit. Can you handle this much fun in one month?



GLOBAL GLADIATORS



There's nothing quite like a Big Mac! Sometimes the little burgers call to you across the miles. You have no choice but to go down to your nearest McDonalds to chomp through 1/4 pound of dead cow!

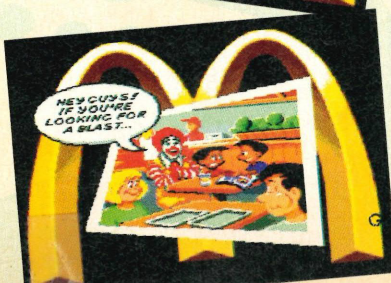
Mick and Mack have a similar craving and nip down to their McDonalds for quick bite to eat and to read the latest instalment of their favourite comic, Global Gladiators. While these two are musing on how cool it would be to become a Global Gladiator, Ronald McDonald makes a quick entrance and magically transports them into the comic!

Mick and Mack now have to go around the world cleaning up all the slime and gunge that's polluting the Earth. They are equipped with splurge guns to wipe out any nasty creatures that rise up to stop them. Of course, no one must stop them or the earth will become a dead ball of rock, with no life on it anywhere...







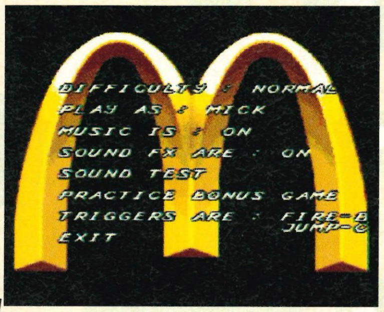


Sampled phrases have become more or less the norm for Mega Drive cartridges, the most famous sample being Sonic. Global Gladiators boots up with some young American children shouting "Virgin"! Very amusing indeed!



The title screen follows a short introduction to the story and allows you to either start the game or enter the options screen. This screen presents an abundance of choices from a difficulty level select right down to an option to practise the bonus stage.

Once you're into the



The options screen has loads of choices on it. There's even an option which allows you to practice the bonus game.



Squirt! Using a splurge gun couldn't be simpler; just point and fire. Watch out for the recoil, though!

SLIMEWORLD

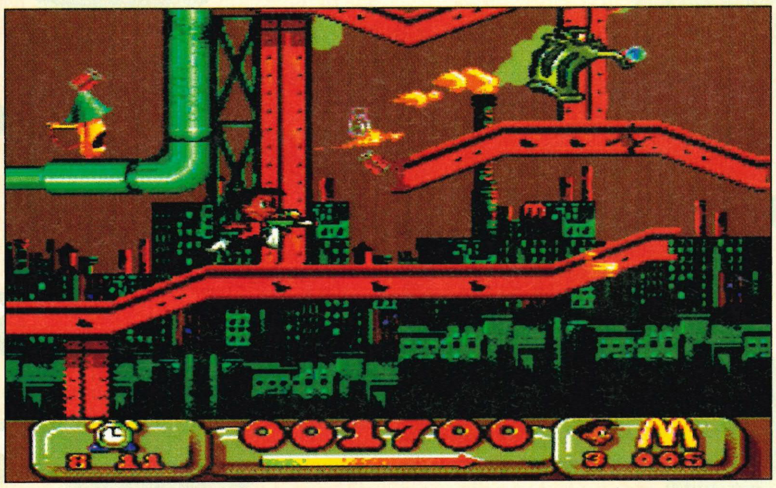
This is just a tiny snippette of the first stage. Loads of platforms, arches and gunge monsters to send into oblivion! The floor is covered with slime instead of grass!



Global warming could lead to the loss of 0.5% of our...



There are quite a few pools of slime around the levels. If you fall into them, it's instant death for our two young heros! There are even a few cunningly placed arches to temp you into making this tricky leap.



The creatures in Global Gladiators are linked to the stage that they appear on. These two are from the Industrial stage and are just as deadly as the Slimeworld monsters.

PROTIP If you see a McDonald icon in mid air, you can bet your nellie that there's a series of invisible platforms around that will lead to some goodies!



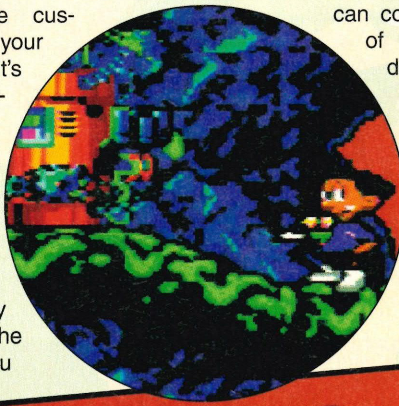


These Venus Gladiator Traps look a bit hungry to say the least.

DAVE SAYS: This above average scroller has some of the best animation and FX that I've experienced on the Mega Drive to date. The characters are sooo cool and it's nice to see a coloured sprite featured in a game for a change. However, it is another platform title let down by the sheer monotony of its gameplay. It's all a little too samey to make you really want to progress any further than the first few levels and the screen update is often distracting and way too aggressive. Like many recent releases, this is *almost* a great game. If you're going to play it then play it loud, the music's great!

DAVE

game and have customised it to your requirements. It's then down to business. Taking control of either Mick or Mack, you jump your way through the levels, killing the slime monsters and generally cleaning up the environment. You



can control the direction of fire to a limited degree by either pushing up or down on the joypad while firing. It's not advisable to use a turbo-fire joypad because every time you fire your gun, the recoil forces Mick or Mack a few pixels backwards. It can mean the difference between falling of a ledge into some gunge or killing your assailant!

Littering the landscape are all kinds of creatures and machines. The machines steadily pump out gunge and are pretty easy



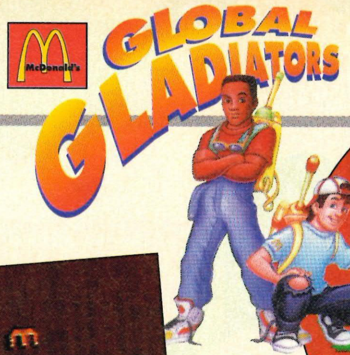
to destroy. Some of the creatures in the game fire bullets made of slime. If they hit you, some energy is depleted from your energy bar. If it gets knocked down to nothing, then you've got one dead Mick or Mack on your hands.

Extra energy icons (hearts) are dotted around, but most of the time they look impossible to reach. The reason for this is that some of the ledges are invisible to Mick and Mack and the only way to find them is to jump about until you land in mid-air! When you've found one of these platforms, Mick and Mack go through a very funny

pro YO!



...land to the sea when the ice caps start melting.





You've done it! After you've collected the 30 arches needed to finish a level, good old Ronald waves a flag and it then proceeds to rain arches! Collecting as many as you can throughout the level is a good way to boost your score.



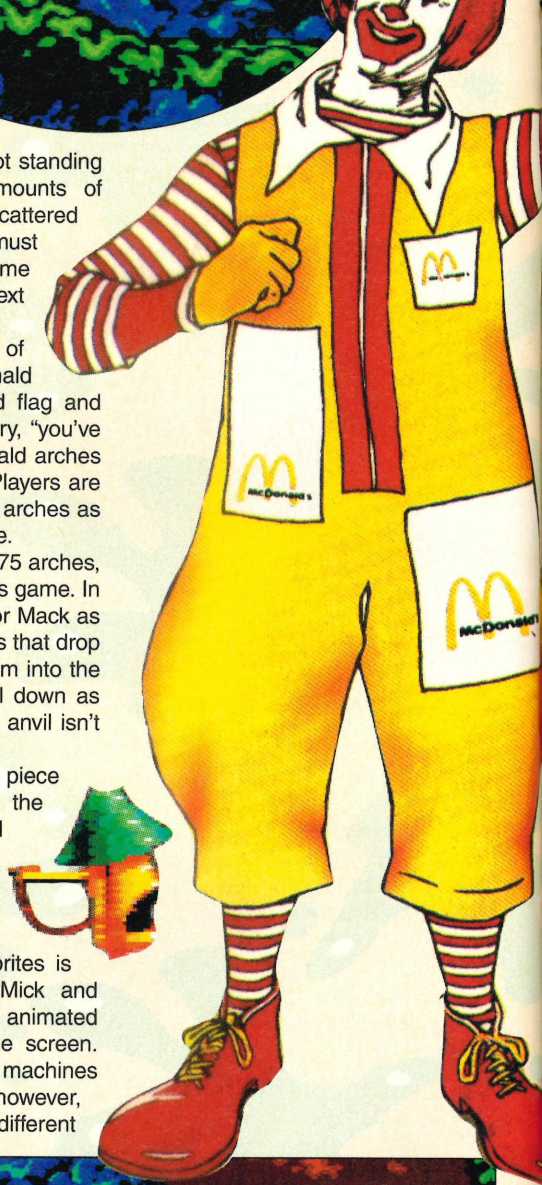
animated sequence where they look extremely puzzled and worried because they're not standing on anything! Copious amounts of McDonalds arches are scattered all around, 30 of which must be collected within the time limit to continue onto the next level!

When you reach the end of a level, Ronald McDonald appears with a chequered flag and you're rewarded with the cry, "you've done it!". All of the McDonald arches you possess rains down. Players are advised to collect as many arches as possible to boost their score.

If you manage to collect 75 arches, you're thrown into the bonus game. In this, you must guide Mick or Mack as they collect recyclable items that drop from the sky and place them into the right bin. Other objects fall down as well, but trying to catch an anvil isn't very good for your health!

As soon as a recyclable piece of rubbish hits the floor, the bonus game is over and all of your points are tallied up. Time to clean up some more gunge from this planet of ours!

The animation of the sprites is very crisp and smooth. Mick and Mack are both wonderfully animated and are quite large on the screen. The monsters and gunge machines are also well animated, however, there aren't that many different

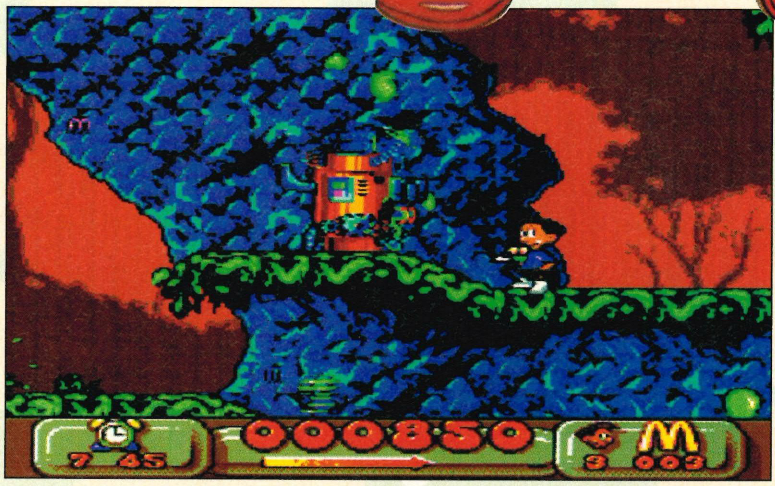




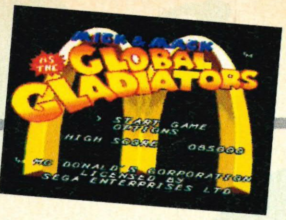
The aim of the Bonus game is to catch the pieces of rubbish before they hit the ground and place them into the correct recycling bin. If a bit of trash hits the ground then it's back to the normal game. The same goes if you try and catch an anvil!



Humm. Global Gladiators meets Tarzan! Lots of pixel-perfect jumps in this level and they all have to be made if you want to get anywhere!



Zapping this gunk-making machine will not only do wonders for the environment, but it will also boost your score a treat! They can be found throughout the levels of the game and give you a hefty wack if you don't shoot them first.





monsters to encounter.

The backgrounds vary in quality and content. The first two levels of the game are pretty boring to look at, but the Ice levels make up for the initially disappointing views. Anyway, since when has anyone bought a game to look at the background graphics – it's the gameplay that counts, right?

Sound wise, *Global Gladiators* is spot on. Excellent music coupled with sampled speech and sound effects bash your eardrums into submission! The



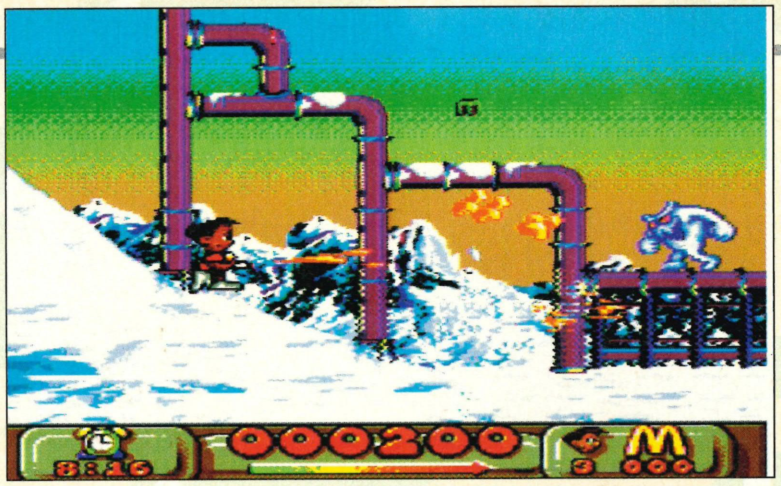
Try and complete a level without the 30 arches and this is what happens. Back you go, Mack!

music is very much geared to the rave style with a few rocky tunes thrown in for good measure. Sound effects are mostly sampled affairs and are of very high quality. There are a few very amusing noises. My favourite was the squeaking noise that was supposed to be a beaver. It's a shame that you can play the music and then mix the samples in. That would've been great fun!

Overall, I must say that it is a little on the tough side, even on easy level. This is not too much of a disadvantage, though, because after you've just spent forty quid on a game, you don't want to complete it in a few hours. A two player option would've been nice, but we've seen what that did to Sonic 2, so maybe that's a blessing is disguise.

There's certainly enough to keep you interested for a long while and it will keep you coming back for quite a few months to come. A worthy purchase for anyone looking for a great challenge, colourful graphics and a rockin' soundtrack.

● Dino "Big Mac" Boni



Miniature Yetis! Whatever will they think of next?! Before you know it, the Loch Ness monster will have his (or her, depending if you're one of these equal rights people!) own game.



Hang on, where did the ground go? There are a lot of invisible platforms in the game and finding them is not as easy as it sounds. A fair bit of bouncing around may reap rewards, but it's far easier to find them by accident!

WHAT'S ALL THIS THEN?

SCORE
Hmmm. Not much to say about this really. Get this as high as you can.

LIVES
All important, this one. Loose all of these and it's game over!



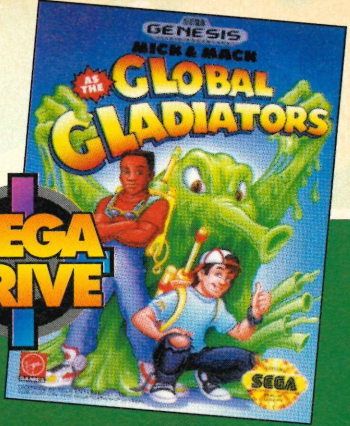
TIME LEFT
You only have a certain amount of time to complete each level, but you can collect more time.

ENERGY BAR
Every time you get hit, this goes down a bit. Loose it all and you're dead!

ARCHES
Collect 30 of these before you can finish the level. Collect 75 and go to the bonus game.



Without an Ozone layer, we would all die within a few days.



MEGA DRIVE

GLOBAL GLADIATORS

VIRGIN ● £39.99 ● OUT MARCH

CART SIZE.....8Mbit
PLAYERS 1
STAGES.............12
SKILL LEVELS 3
FEATURES ...continues
CONTACT
Virgin ✆(081) 960 2255

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 88%

▲ Brilliantly animated sprites and characters give this game a very polished feel.
▼ Backgrounds tend to vary in quality a little, but are pretty good overall.

SOUND 94%

▲ Excellent sampled speech and sound effects rock your TV speakers.
▲ Good selection of tunes and styles accompany Mick and Mack on their quest.

GAMEPLAY 91%

▲ Huge levels to jump around on and plenty to collect in the way of bonuses.
▼ Sometimes the levels are a bit sparsely populated and seem very empty of monsters.

CHALLENGE 92%

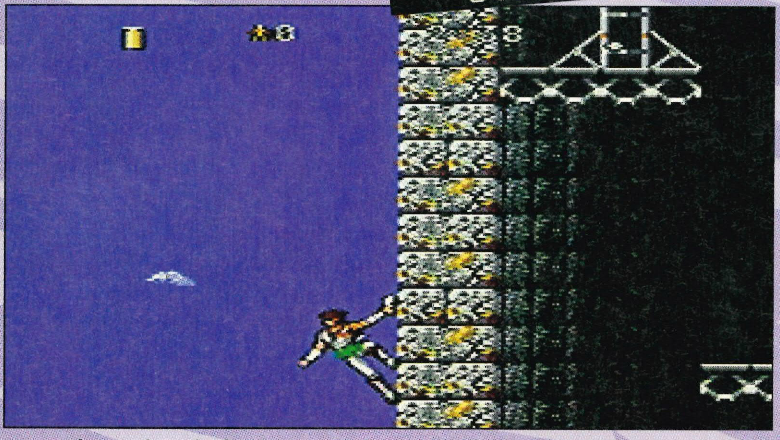
▲ This one is going to take you a while to complete even if you play it constantly.
▲ And even then, you'll be coming back for more as there's always someting new to find.

PROSCORE

93%

A great game that will keep you up till the wee hours. A definite purchase for all of you seeking a big challenge.

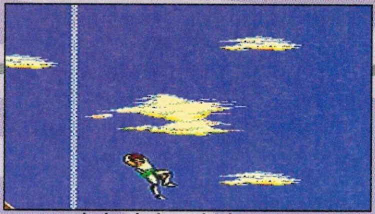




After grappling with a few aliens, running for what seems like an eternity and coming within an inch of your life, this is where you end up – in the middle of nowhere.



As Strider is so agile, he performs lots of acrobatics, somersaulting and is generally very athletic indeed.



Little does he know that he's jumping to his doom! There's no floor to be found anywhere on this part of the level.

MASTER SYSTEM

Way back in the early days, Strider made its way from the old coin-op, by Capcom, onto the Master System and was, at the time, one of the best releases. It was a huge success, selling in huge quantities, but nothing was never heard of it again – until now! The second part to this futuristic adventure is due for release.

Unlike the low-level challenge found in the first version, the sequel is much tougher. There are hundreds more baddies and aliens to kill! There's five furious levels, each packed with stimulating gameplay and fast shoot-'em-up action. This should keep you going for a fair old while and with graphics that have been revamped, Strider II looks set to take the MS world by storm!

The first notable aspect of Strider II is the unfortunate choice of music. It's the most awful soundtrack I have heard in a long time. The bleepy sound follows little pattern and the whole tune is very outdated.

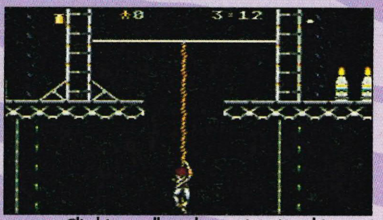
However, not being one to let little details spoil my enjoyment of a game, let's see what the rest has to offer. There is an easy and a hard option, but I'm afraid that's all you're getting!

Level one begins in the forest and no sooner are you plonked on to the screen before aliens begin attacking you as if there's no tomorrow! Although the culprits may look pretty mean, one blast of your gun dispels most of them quickly enough. There is only one way through each of the five levels, but it becomes puzzling trying to find out which way to go! Treasure chests can be found strewn about in most of the levels and are opened by firing directly into them. They either contain amulets, which

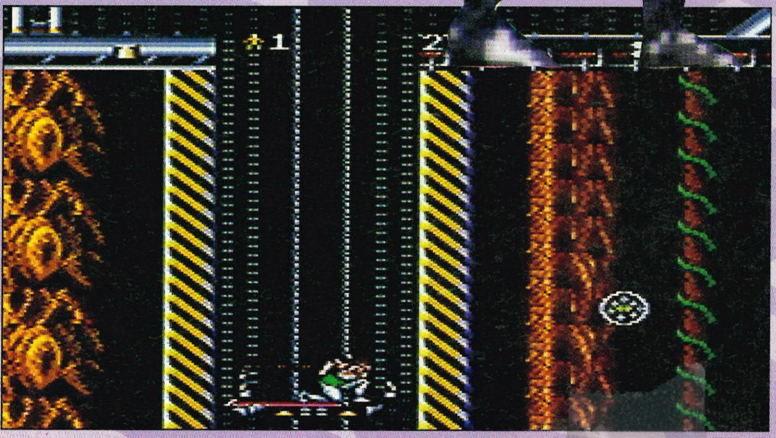


Level three presents yet another huge level of mazes and enemies. There are even more baddies than before, so prepare for





Climbing walls and ropes is quite a big part of *Strider II*. As well as being very useful, they add interest to gameplay.



Take us to the ground floor mate! Although this lift may do the job of getting you out of the labyrinth pretty well, it doesn't go anywhere! This means that you'll have to jump blindly into nowhere, and hope that there's a platform to land on!

IT'S YOUR MOVE, PUNK!

As well as being an extremely brave chappie, Strider is pretty nifty on the athletic side. He is able to move in



HANGING
If the going gets tough, Strider can always hang on to the walls of surrounding builings.



SLIDING
This is a very handy move! Use it to dodge attacks and knock enemies out of the way.

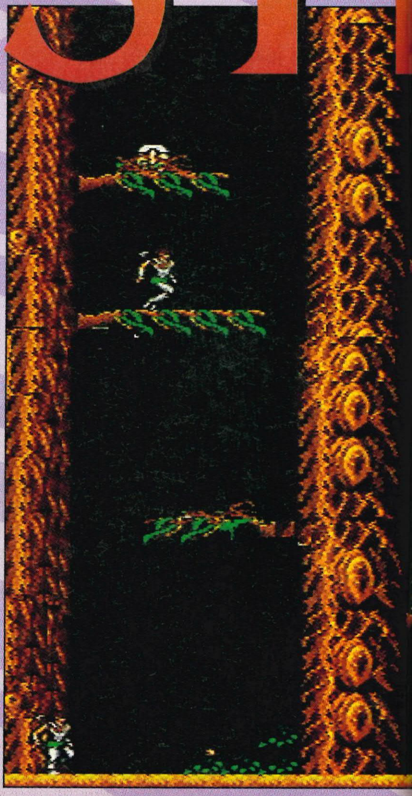


SOMERSAULTING
Somersaulting causes Strider to jump about three times as far as normal. Very useful, but hard to control.



JUMPING
Just the usual, except that when Strider jumps, he can grab hold of any overhanging trees or walls.

ST



US Gold are responsible for other Master-hits such as Super Kick Off and Olympic Gold



Alien pods are strewn all over level one. Most of them are pretty vicious! Don't waste your time killing them – just try and avoid them.



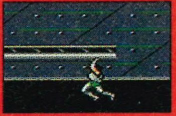




are needed to defeat end of level bosses, an extra life, or some extra energy. Believe me, you'll need them!

Gameplay is fairly simplistic at this point, but a lot of unnecessary strife is caused by the amount of enemies faced. As soon as a few enemies have been blasted, the next lot are already swooping down for the kill! Too much time is wasted waiting for the right moment to jump onto the next platform. This is quite infuriating, especially in earlier levels!

PROTIP An extra credit is gained for every 20,000 points obtained. You also win an extra life if all the pods are destroyed.



Although each level becomes more intricate, basic gameplay remains rather simple and, again, is only complicated by the enemy sprites that just won't go away! By the time the Alien Labyrinth is reached, the game becomes ridiculously tedious. This coupled with monotonous levels that are very long results in poor gameplay.

Graphics leave a lot to be desired, as many backgrounds are left very sparse. Close-up detail is also quite drab and uninteresting and it all looks very old-fashioned. Use of colour is poor, but even when a background is brightened up, the choice of colour is garish. However the movement of the sprite is brilliant. It is possible to make him either jump, somersault or slide, all of which brightens up gameplay no end.

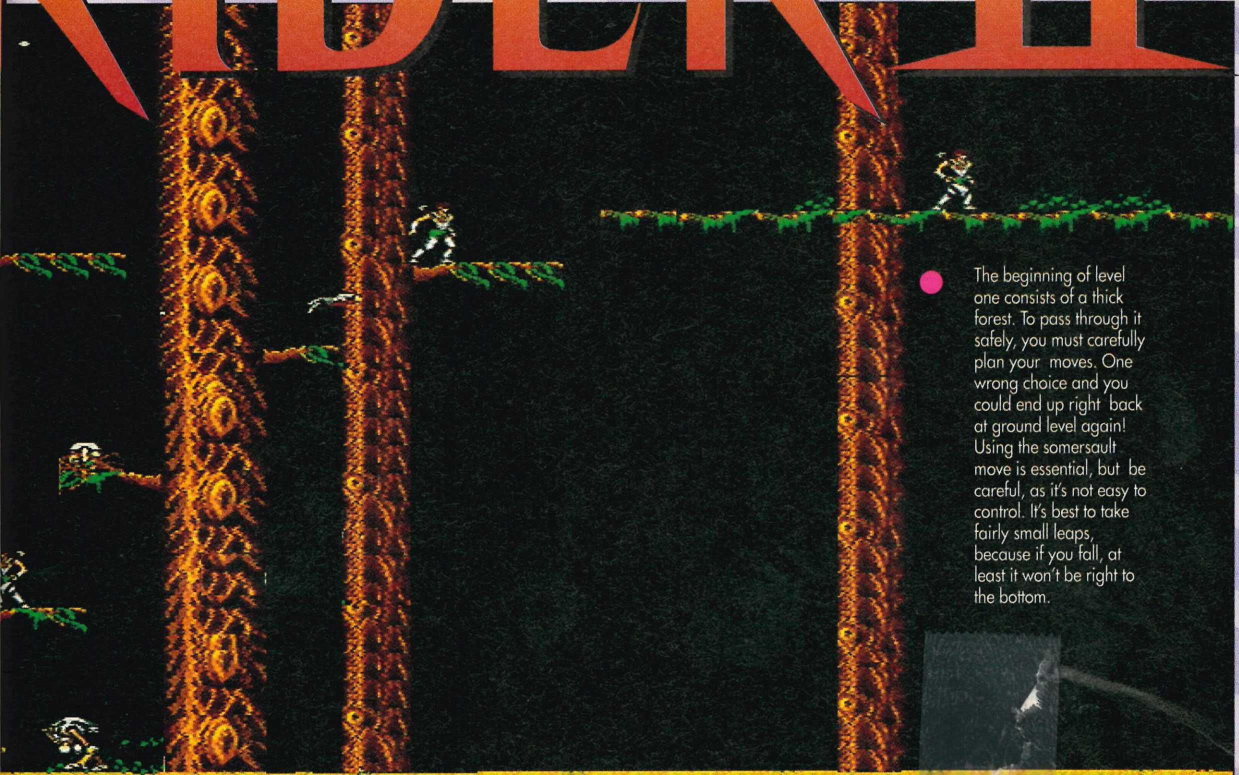
When controlling the sprite, the D-pad is very responsive and doesn't have the delay found in many MS games – although when jumping or sliding, it is difficult to control because of this responsiveness. Again, this just adds to the annoyance factor as, if you fall off a platform, it could mean that you end up back at the beginning of a level.

Sadly, this could have been much better. Mistakes made in the first version should have been changed – but the same mistakes have been made over again. However, it is good value for money, but what it gains on challenge, it lacks in detail.

● Sam "'Ard as nails" Hickman



STRIDER II



The beginning of level one consists of a thick forest. To pass through it safely, you must carefully plan your moves. One wrong choice and you could end up right back at ground level again! Using the somersault move is essential, but be careful, as it's not easy to control. It's best to take fairly small leaps, because if you fall, at least it won't be right to the bottom.

MASTER SYSTEM

STRIDER II

US GOLD ● £32.99 ● OUT MARCH

CART SIZE.....2Mbit
PLAYERS 1
STAGES...............5
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT
US GOLD ✆ (021) 6253388

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 75%
▲ Lots of different scenarios, backgrounds and aliens to kill! Atmosphere is very creepy.
▼ Little attention has been paid to detail and it shows! Poor choice of colours on most levels.

SOUND 40%
▼ The worst soundtrack I have heard for a long time. Completely irrational and ear-bashing.
▼ Spot effects are also pretty bland, although they are better than listening to the tunes!

GAMEPLAY 78%
▲ Although it may be hard, it keeps you coming back for more again and again!
▼ Very frustrating as there are too many enemies and collision detection is dodgy.

CHALLENGE 80%
▲ There are so many enemies to kill and levels are very long.
▼ Becomes tedious after a short time as controls are fiddly and the game is very frustrating.

PROSCORE 75%
Some very good elements, but still disappointing. It will last for a long time, however, so it's good value.

Strider II was the first computer game to be made into a coin-op!

MEGA-CD

ROAD BLASTER

Sunday drivers. We all hate 'em. They're normally OAPs who have somehow managed to buy themselves a BMW 735 and never go over 25 miles an hour, especially on the motorway. Imagine then, if you will, a group of cyber-punk road hogs who terrorise the surrounding neighbourhood by driving around and killing anyone who gets in their way.

You play a dashing young man who has just married his childhood sweetheart. As you're driving to your honeymoon hotel, a convoy of punk drivers rams you off the road into a rather solid cliff-face, killing your newly-wed wife.

Understandably, you're pretty upset but instead of crying, drinking a lot and generally feeling depressed, you by a new car, stick a hyper-powerful turbo engine in it and vow to drive these punks to their graves.



Film shots taken from Mad Max 2 © Warner Bros.

This Mega-CD game is very similar to *Time Gal* and *Thunderstorm FX*, but this time it takes its scenario from the old movie Mad Max. The game begins with a long intro, complete with a Japanese rock song! The intro tells the tale of your wife's demise and your bid to avenge her death. After this hefty portion of music and cartoons, you are presented with the title screen. From this, the game can be started with the default options or a custom selection of button assignments can be chosen from the options screen. There are options to set both the number of lives to start with and which buttons do what within the game. Sadly, there isn't any form of music or sound effect test within the options screen, but this isn't too much of a disappointment as you can listen to the music by playing the CD tracks from the Mega-CD menu.

Driving a high perfor-

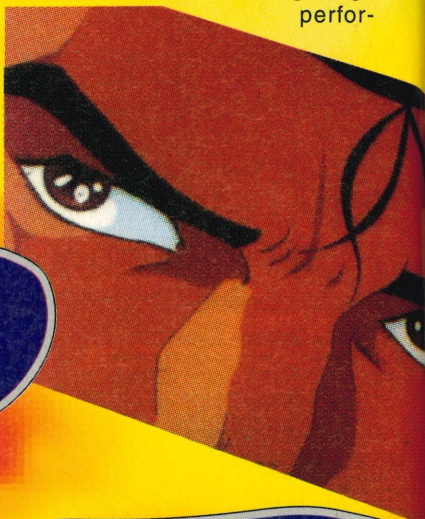


Remember the Bond film where 007 performs a spinning jump in his car over a broken bridge? Well, you can now do the same in the comfort of your own home! Stamp on the accelerator, hit the turbo and hang on for dear life!



I hope your windscreen wipers are working well! Driving around a sewer system at 120 mph is not for the faint hearted! It requires a lot of skill, nerve and the sort of blindness to danger that only postman are heir to!

PROTIP Always keep a direction or button pressed until the icon on the screen dissapears otherwise a fiery death will be yours!

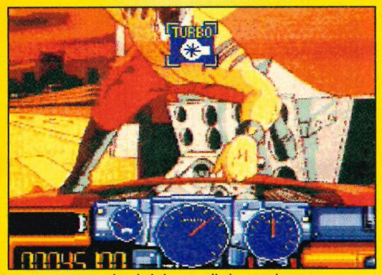


Car thieves are turning their attention towards high-performance sports cars.



I was always told to take extra care when a motorbike was around. These guys deserve a stint in hospital though!





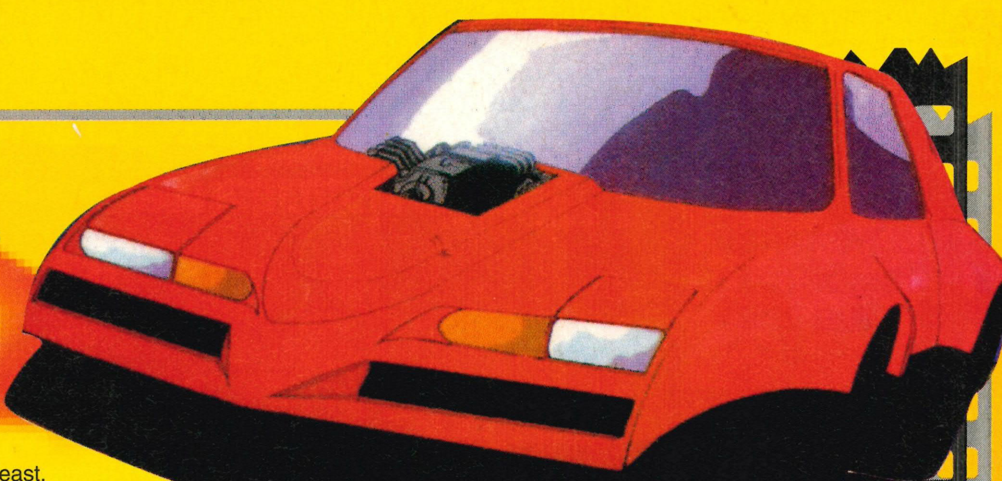
Some hitch-hikers will do anything to get a lift! This punk is trying to smash his way through the windscreen.

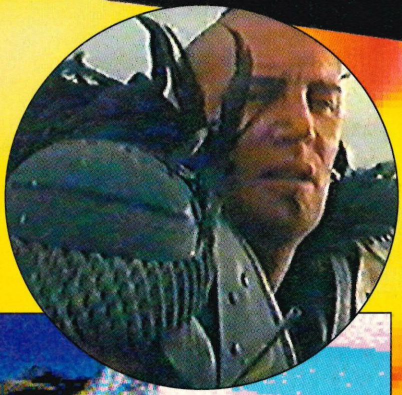


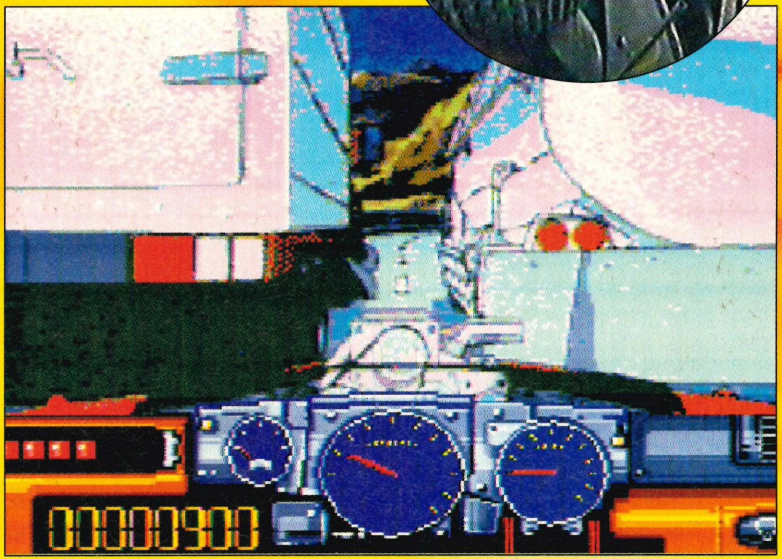
Nice view from up here, but where did the rest of the bridge wander off to?

mance sports car while battling street punks has never been easier. You don't actually drive the car, instead you follow the prompts from the game and push the joy pad in the appropriate direction or press either the A or B button to activate the Turbo or brakes. This may seem incredibly boring but the amount of action going on the screen gives a feeling of speed.

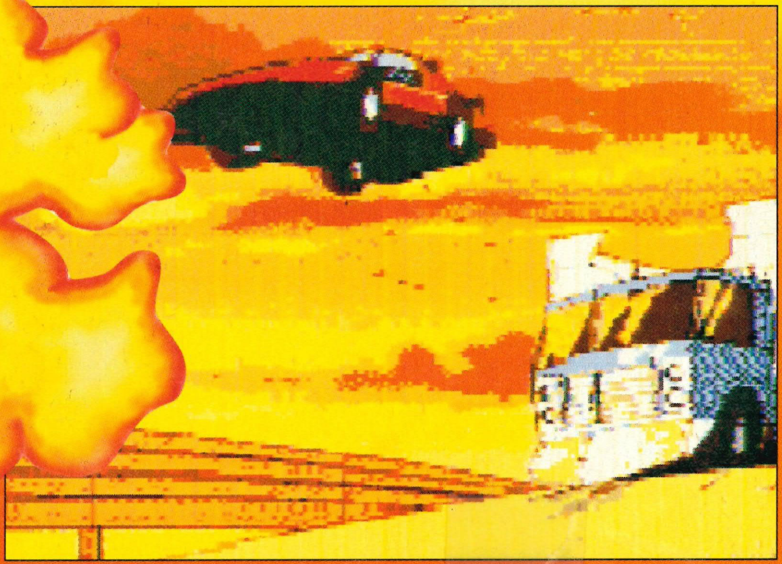
The two difficulty settings are very different to say the least. The normal setting allows the game to be played with the icons showing which way to go. I thought the hard level would just decrease the time that you have to respond to the on screen prompts. I was wrong. Not only does it not strain your reflexes to bursting point, but it also conveniently misses out those life-saving icons (try to imagine driving along a motorway at 90 mph with your eyes closed). The hazards in the game



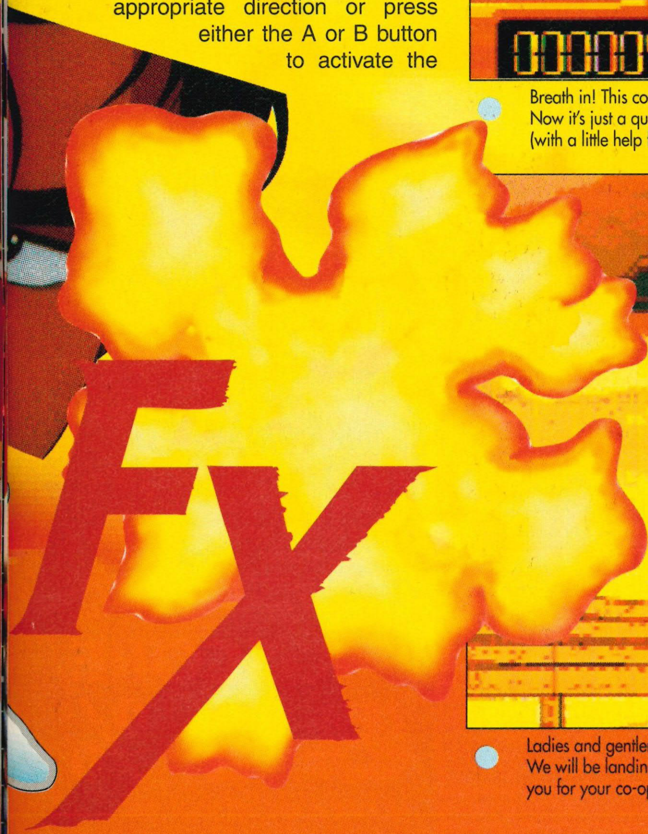


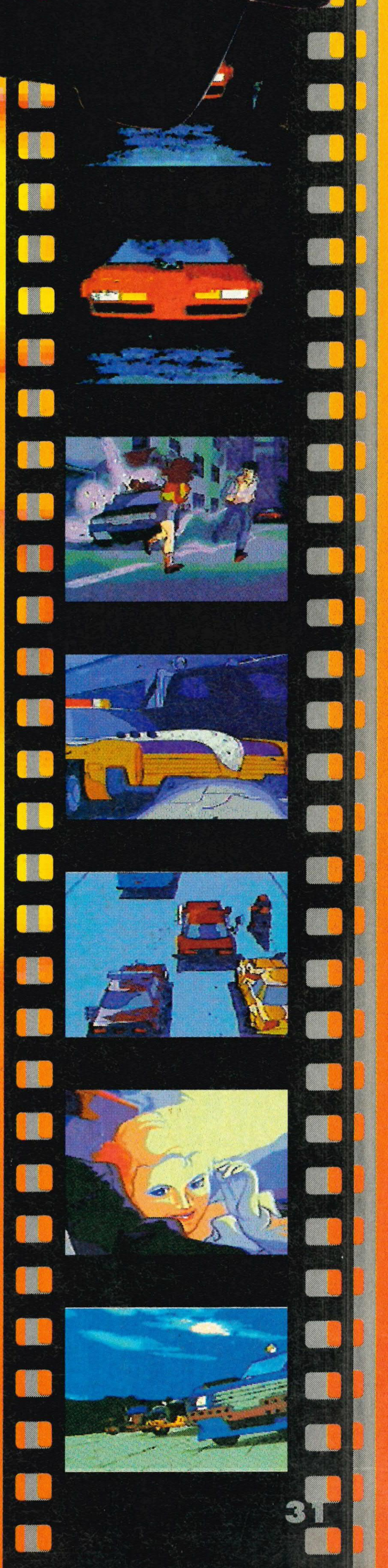


Breath in! This could be a bit of a tight squeeze if I didn't slam on the brakes in time. Now it's just a question of waiting for a gap and then putting the pedal to the metal (with a little help from the turbo, no doubt!).



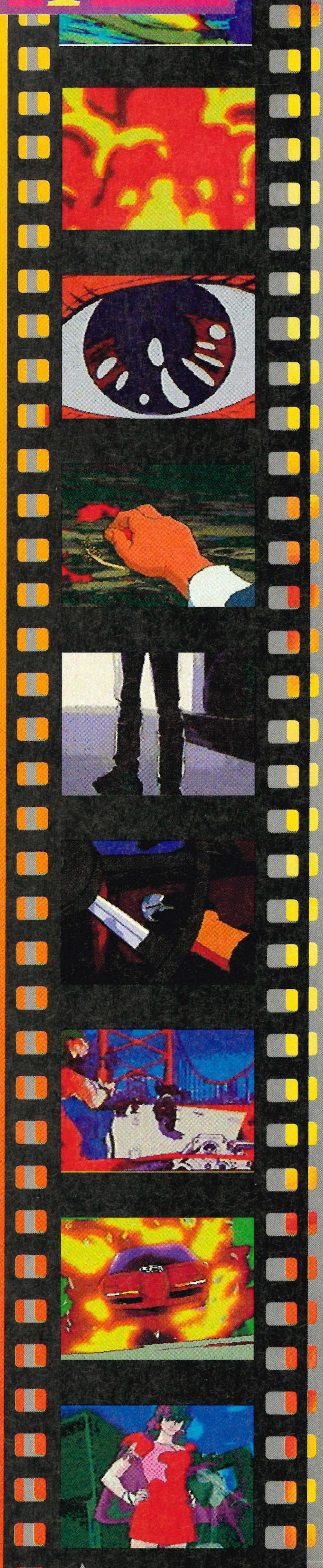
Ladies and gentlemen, please fasten your seatbelts and extinguish all smoking material. We will be landing shortly, but there may be a bit of turbulence on the way down. Thank you for your co-operation and have a pleasant holiday!





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ROAD BLASTER FX



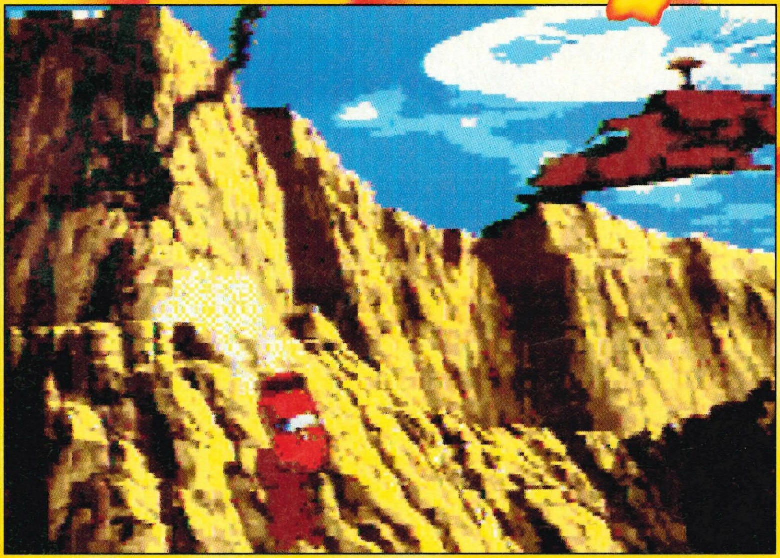


ROADBLASTER FX

WOLFTEAM ● £59.99 ● IMPORT

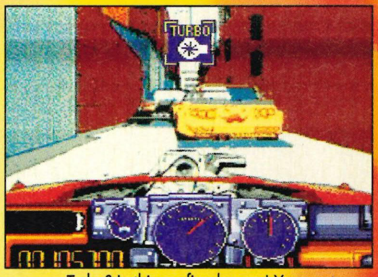
CD ACCESS ....fast
PLAYERS 1
STAGES...............8
SKILL LEVELS 2
FEATURES ...continues
CONTACT
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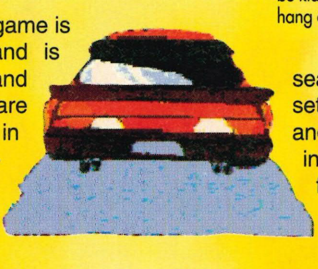
After missing a prompt for the turbo, you're treated to a little death sequence just like this one. If I had hit the turbo, I would've flown straight through the helicopter! Then again, I missed it and the only flying now is to the bottom of this canyon!

aren't just limited to the road-punks and their vehicles. All sorts of natural obstacles have to be avoided, many of these being humans! Innocent bystanders litter all of the stages and hitting them is a very messy business indeed. The gang must be very well off because they also have a few Apache AH-64 helicopters at their disposal which try and turn your car into Swiss cheese with their chain guns!



Turbo? In this confined space! You must be kidding, mate! Oh well, time to hang on and pray!

Graphically, the game is very impressive and is proof the boys and girls at Wolfteam are leading the way in Mega-CD development. The game features around 25 minutes of full motion video with a synchronised sound-track that has been digitised from the original laser-disc cartoon. The graphics for the dashboard of the car overlay onto the video picture by the Mega-CD, giving a clear indication of the viewing area. Admittedly, the size of the screen is reduced to around 1/3 of the normal Mega Drive view, but that's only to improve the screen update speed and hence make the game faster.



The music in the game is sparse. That's no bad thing because the sound effects are so numerous that they would drown out any attempt to introduce a piece of music into the game. Screeches, crashes and screams mingle into the thumping sound of your turbo-charged engine as it thunders along the road.

Each level sees you carving up and destroying numerous punk-driven cars and bikes against different settings. The first level takes place on a mountain road and then in a small seaside town. The others are set in all manner of places and range from a sewer, industrial estate etc, leading finally onto a ravaged city. This is where you meet the leader of the road-punk gang for the final confrontation. She's a rather good-looking woman who keeps a panther for a pet. It's never made clear why this leggy brunette wants to turn you into sushi! The final confrontation is thrilling and atmospheric.

The sad thing about this game is the extremes of the difficulty levels. The game can easily be completed within a few hours on normal setting, while the hard setting requires you to have memorised every button press and movement within the game and that's around 400 button presses to recall at will! If you can do this, then you should be writing games, not playing them. Wolfteam are certainly up there as the top Mega-CD development team, but I wish that they would start writing a few new games instead of converting every Laser-Disc game that Data East made in the early eighties.

● Dino "blaster" Boni

ACTION
STRATEGY

GRAPHICS 93%
▲ High quality graphics move at astounding speeds.
▲ Brilliant animated intro sets the scene for the action that follows.

SOUND 86%
▲ Oodles of superb effects on the mixed soundtrack.
▼ Only three tunes for the entire length of the game is a little meagre.

GAMEPLAY 78%
▲ Reflex testing, non-stop action all the way from beginning to the very end.
▼ Could get boring after you've completed it once.

CHALLENGE 75%
▲ Eight levels of button pressing challenge is enough for anyone.
▼ The hard setting is practically impossible to beat even if you have a good memory.

PROSCORE
81%
An exciting and fast game that shows the CD's future potential, but this lacks long-term addictiveness.

The music for Roadblaster FX was written by a Japanese band called J-Walk.

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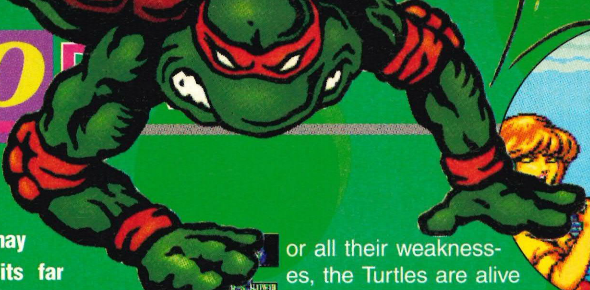
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MASTER SYSTEM

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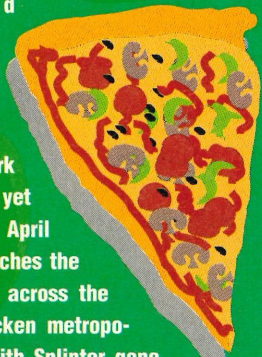




MEGA DRIVE

Turtlemania may be dead, but its far from buried. Current trends favour the likes of Sonic, Mario and the revamped Thunderbirds. Why even superbrat Bart Simpson is starting to wear off his welcome. However, he arcade version of Teenage Mutant Ninja Turtles was so good that it's been hotly awaited onto console.

The evil Shredder has returned and has threatened to take over New York City, yet again! April O'Neal belches the Newsflash across the panic-stricken metropolis and, with Splinter gone on an all-expenses paid holiday to somewhere in deepest Japan, the Turtles are left to save the day.



With only one possible course of action, the gruesome foursome drop their pizzas, climb out of the sewers and go into battle with Shredder's Foot Clan.

For all their weaknesses, the Turtles are alive and kicking after many years of over-exposure. It's surprising in today's world of Sonic and Mario, that they are even vaguely remembered. But they are and this console version of the arcade coin-op should prove to everyone that there's life in the old Turtles yet.

It's a one or two player game, with players able to choose their preferred ninja hero. The game can be made simple or hard by using settings in the options menu. Players can choose from one to five continues; the latter supplying prolonged life which makes the game slightly easier due to the supply of extra lives. The difficulty setting is further aided with three difficulty levels; Easy, Normal and Hard. These vary the number of and aggressiveness of the attacking Foot Clan. Players can inflict meaner opponents with more sickle attacks, more shurikens thrown and more Nunchaku soldiers!

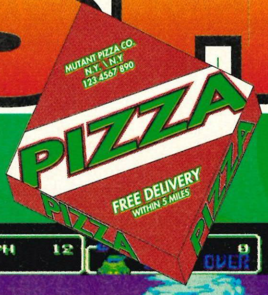


The five levels which are set in a different part of the city are further split into three sub-stages of around eight to 20 scrolly screens in length. The whole game takes just less than an hour to complete from start to finish, so it isn't that big and the omission of a password system isn't a great loss.

As in "real-life" the Turtles are equipped with their own weapon; Sickle, Sai, Bo and Nunchaku used by Leonardo, Raphael, Donatello and Michaelangelo respectively. There are only five combat moves available to each ninja, operated by using combinations of buttons and the D-pad. These are few enough to be able to learn and use instinctively. Most games feature too many moves, many of which are useless. Once a life is lost, a different Turtle can be selected simply by toggling through them.

All the favourites enemies show up; Leatherhead, Rocksteady, Krang, Tatsu and Stockman are the level guardians which must be beaten before the final encounter with Shredder.

There are many similarities between this Turtles game and *Streets Of Rage 2*. There are



PROTIP Mike's Nunchaku proves to be a formidable weapon in most situations. The preferred martial arts tool should prove to be a favourite with you.





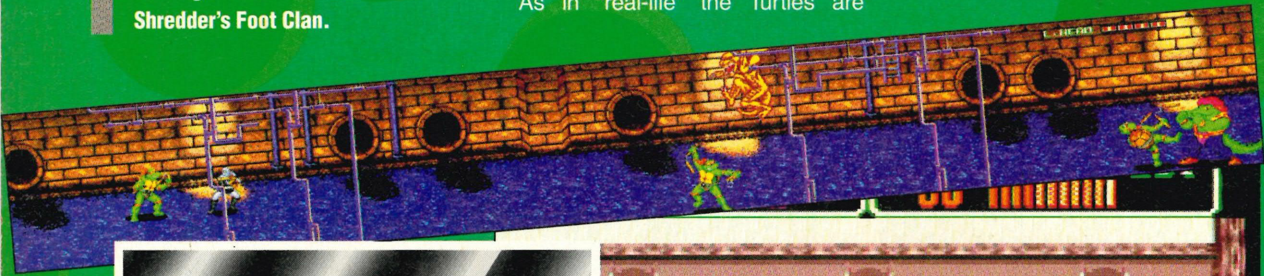
Come on, dude. Raphel is in hot pursuit of the Foot Clan while Donatello has ran out of Pizza Power!

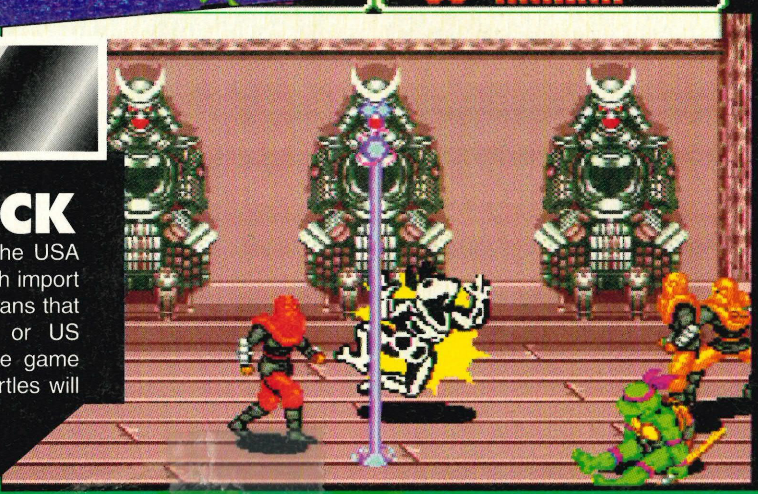


In the battle with Shredder, there is little time to waste as, after firing at you, he's only vunerable for a few seconds.



Turtle Power! In two player mode, the opposition is less of a problem. Just look at the poor bloke having some time out!

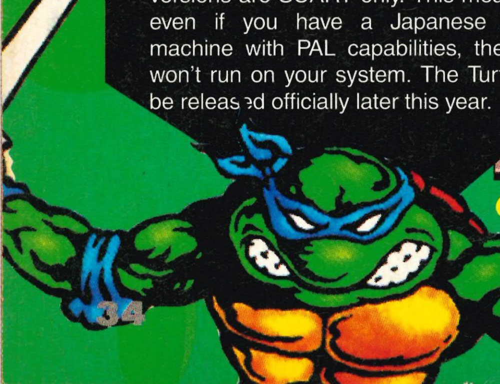




This is one of the most hazardous sections in the game. If you concentrate too much on the Foot Clan, the laser will get you. Concentrate too much on the lasers and the Foot Clan will pick you off quicker than you could say "Fried Turtle".

SCART ATTACK

The Turtles game is available in the USA as "The Hyperstone Heist", but both import versions are SCART only. This means that even if you have a Japanese or US machine with PAL capabilities, the game won't run on your system. The Turtles will be released officially later this year.



Each Turtle is named after famous classical artist.

TEENAGE MUTANT NINJA TURTLES RETURN OF THE SHREDDER





MEGA DRIVE

the scrolly levels, end of level guardians and the final showdown. There's even the mandatory elevator section. Disappointingly, there are very few pick ups. There's the odd life replenisher and the special weapon which only lasts for a few seconds and as the Turtles can't drop their own weapons, they can't pick any up.

Simply, the Turtles is a great game which doesn't have too many complications. It's a great little beat-'em-up which is great fun, especially in two-player mode.

● Pat "mikey" Kelly

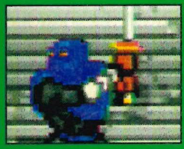


CLAN DUDES

Shredder's Foot Clan come in many guises. Here are some of the more common foes and their characters.



These foot soldiers are the most common. They are masters of unarmed combat and will sneak in hits when the Turtles' backs are turned. Keep hitting them alternating hits when attacked from both sides.



On early levels, these sickle ninjas will not attack directly. If not attacked immediately, they will perform deadly lunge attacks from a distance. In later levels, they will be more direct in their attacks.



The nunchaku is the weapon used by these ninja. They also use their weapon for defensive purposes; they take a few more hits than the others and allow their associates to attack the preoccupied Turtles.



These ninjas attack with a deadly triple knife throw. They attack directly and jump high into the air before unleasing their killer weapons. They also partake in some nifty martail art combat. Beware.



Usually shuriken throwing deponents, these ninjas also turn their skills to an odd bout of fire-throwing. When in the frame, they must be watched with a careful eye and taken out quickly.



The Roadkill Rodneys attack in groups of three. They whizz about the screen before taking a frenzy out on the nearest Turtle. They are tricky to destroy – it's best to use jump attacks on them.



These Mechanical Mousers are more of a nuisanse than anything else. They attack in groups of five or six and do no real damage other than get in the way. One hit will see the nippiest of them off.

TEENAGE MUTANT NINJA TURTLES

KONAMI ● £44.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 2
STAGES...............5
SKILL LEVELS.......3
FEATURES ...teamplay
CONTACT
Video Games Centre✆ (0202) 527314

AVAILABLE IN JAPAN

ACTION / STRATEGY

GRAPHICS 92%
▲ The sprites are large and the Turtles are superbly animated.
▲ Bright and colourful backdrops vary and are the biz

SOUND 87%
▲ There are ten well-suited background tunes, which add to the atmosphere.
▲ The grunts are supplemented by some digitised speech.

GAMEPLAY 84%
▲ Nice and simple; not too many moves too remember and implement.
▼ There's only 50 minutes worth in its five levels!

CHALLENGE 78%
▲ Skill levels are different enough to cater for most types of player.
▼ In two player-mode, the ganme becomes easier and can thus be completed in hard mode.

PROSCORE 86%

Not as big as Streets of Rage 2, but as a tamer and less brutal alternative, the Turtles are cool dudes.

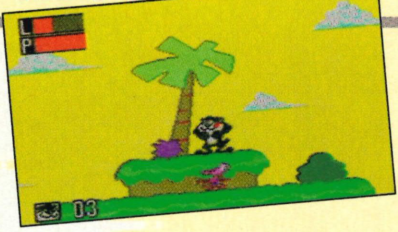
The Turtles were first discovered doodled on napkins in a New York restaurant.

MASTER SYSTEM

One evening, as Taz and his family were watching the sun set over Tasmania, Taz's father spun an intriguing tale. It seemed that somewhere on Tasmania is a lost valley and in that valley lives and nests a seabird which is so huge that one of its eggs could feed a family of Tazmanian Devils for a whole year! Just think of the omelette that one of those eggs would make!

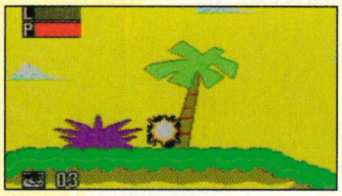
Food and eating being his favourite subjects, Taz was fascinated. Unfortunately, Taz has a bigger appetite than patience and before his Dad has finished his story, he spun off in search of one of those giant eggs.

Too bad he didn't wait to see if his Dad had any details on the whereabouts of the lost valley.

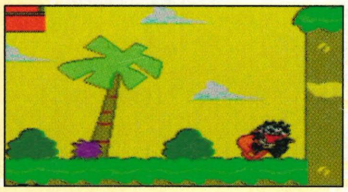




At the end of each level, your bonus points are totalled up and added to your score.



Government Warning: Eating bombs can be very damaging to your health!



The first guardian is a crazed pig who rams you. To kill him, just spin attack the swine!



Ouch! Taz takes a fireball right in the chops! Just watch that life meter shrink before your eyes!



Like so many other games recently, *Taz Mania* starts with a little title screen and then it's straight into the game. No options screen, no sound test, no nothing. Ah well, never mind! Taz has too juch going for him to let that spoil this platformer.

It's essentially the same as the Mega Drive version, but with a few minor changes, the most prominent of these being to the Spin Meter. On the Mega Drive, it was possible to keep spinning as long as you wanted by just holding down the spin button. Not so any more. Taz now has a limited spin time that is measured by a meter. Should it run out, then you can't spin until it recharges. This makes the use of the spin attack and spin jump more dependent on strategy. Do you use it all now or should you wait till the end for the level guardian?

Taz must make his way through six levels of *Taz Mania* to reach the final confrontation with the giant bird and therefore secure one of these eggs for himself and his family. There are all sorts of weird and wonderful creatures waiting to stop him reaching his goal. Taz can either spin into them, killing them instantly, or use jumping tactics to avoid them.

Some of the jumps that Taz has to perform are impossible to accomplish with a normal jump and this is when the spin jump comes into play. When Taz is in the air, press the jump and spin buttons simultaneously to make him travel further.

The levels are essentially the same, except for a few changes to the background and colour palette and are good by Master System standards. The Taz sprite is large and moves quite quickly considering the system limitations on all sprite manipulation.

The sound is okay with spot effects in abundance. Although the tunes are far from amazing, at least they don't annoy you like the Sonic tunes can!

This is a competent game that will keep any platform addict happy... for a while. The only gripe is that, with only six rounds, neither of which is that large, it's far too short for the average MS champ. Still, you can't have your cake and eat it, can you?

● Dino "Hurricane" Boni.

PROTIP



Not everything that you eat will be good for you! Bombs, for instance, will give you a nasty aftertaste! Watch out.



Lovely view from up here, guys! Just the sort of relaxation you need after some spinning!

Tasmania is a real country of the southern coast of Australia.



TAZ-MANIA

SEGA ● £29.95 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES...............6
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT
Sega ✆(071) 960 2255



ACTION / STRATEGY

GRAPHICS 80%

▲ Smooth animation of sprites means fluid play throughout.
▼ Backgrounds are a little bare, even for this low-spec system.

SOUND 74%

▲ Good use of spot FX throughout the game's levels.
▲ Tunes are okay, but not the sort of thing you want to listen to all day!

GAMEPLAY 82%

▲ Platform action a-plenty with lots of hidden bonuses and routes.
▼ The "Spin Meter" removes the fun of spinning around everywhere.

CHALLENGE 79%

▲ The well-set difficulty level means that it will take a while to finish.
▼ With only six levels to master, it's only a matter of time before you do.

PROSCORE 81%

One of the best platform games on the Master System, but it may be too easy for you. Worth checking out.



GAME GEAR

SHINOBI II

SEGA ● £29.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES...............5
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Sega ✆(071) 960 2255

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 93%
▲ The backdrops are brilliant with admirable attention to detail.
▲ Visually superb teleport sequence is of a very high standard.

SOUND 86%
▲ An enjoyable introduction sets the mysterious scene perfectly.
▼ Primitive spot effects during the game could have been improved.

GAMEPLAY 87%
▲ The majority of controls are well designed and easy to access.
▼ Fast selection of a rescued ninja can prove to be slightly unreliable.

CHALLENGE 77%
▲ End-of-level guardians are very tough to beat first time round.
▼ Positioning of the guards is too repetitive, making them easier to kill.

PROSCORE 90%

A range of suitable graphics, good puzzles and interesting special powers, but it may be too easy for some.

The death defying ninjas have always offered an air of expectant mysticism. They're never heard, rarely seen and yet often portrayed within the wonderful world of video games. As the well-known Shinobi cart fades away to the back shelves, its successor is presented to us. There is a definite air of expectation from the sequel, Shinobi II.

Everyone should know of the ninja and their glamorised murderous ways, but the nearest most of us have come to a ninja – or *want* to come to a ninja – is seeing an old Lee Van Cleef film.

In this second offering of Shinobi, players are in for a treat of action-packed fighting combined with puzzles and numerous pick ups. Now it's your chance to unravel the mysteries and find out how good ninjas really are.

First impressions are good. The introduction sets the scene nicely as the oriental mystery unfolds. Your task as Joe Mushashi, the Red Ninja, is to find the four Elemental Crystals, rescue your fellow ninja and destroy the Techno Warriors. No, this is not a group of New Age revellers out for a good time, but a group of warriors with attitude.

You are given the choice of playing in either of the four preliminary levels, but the final level is not accessible until you possess the four crystals that are hidden within each stage. Each of the four captured ninjas are found at the end of the four independently accessible stages. Each ninja possesses a different magical elemental power, ranging from spells, such as creating a bolt of protective lightning, to the power of walking on water. There's a decent range of power ups to collect and, if rescued, the ninja can be chosen as the playing character.



● Once rescued, the ninja's skill can be used to reach parts of the game that other ninja just can't reach.

The crystals can only be found after passing through darkened rooms and inaccessible platforms. Passing these requires the special magic of different ninja. So, the warriors must be rescued before progress is made and you'll have to pass through some levels more than once to complete the game.



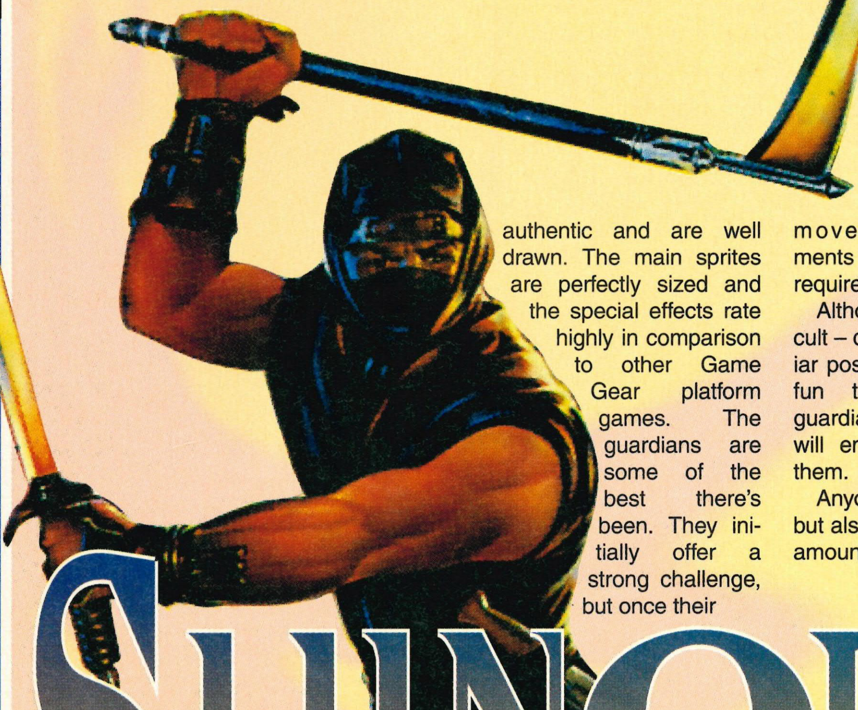
● Yikes! If I don't do something quick, this giant, fire-throwing spider will have barbecued ninja for lunch.

PROTIP Within the depths of the Building round, watch the platforms above you. You will see green slime-balls. When they fall to the platform below, they turn into attacking ninjas.



The graphics are authentic and are well drawn. The main sprites are perfectly sized and the special effects rate highly in comparison to other Game Gear platform games. The guardians are some of the best there's been. They initially offer a strong challenge, but once their movements have been studied, little is required to defeat them.





Although *Shinobi II* isn't that difficult – due to the repetitive and familiar positioning of guards – it's good fun to play. The end-of-level guardians are quite tough and many will enjoy a few rumbles against them.

Anyone who relishes a good fight, but also prefers to use a reasonable amount of thinking should like it.

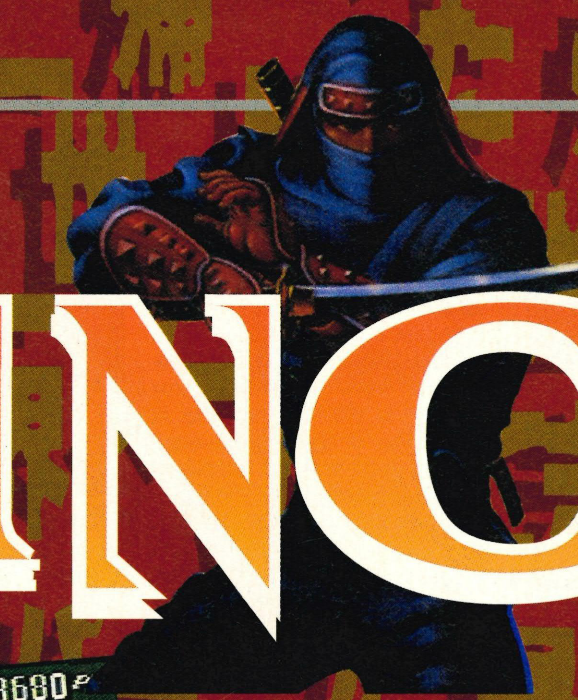
● **Jason "Shuriken" Johnson**

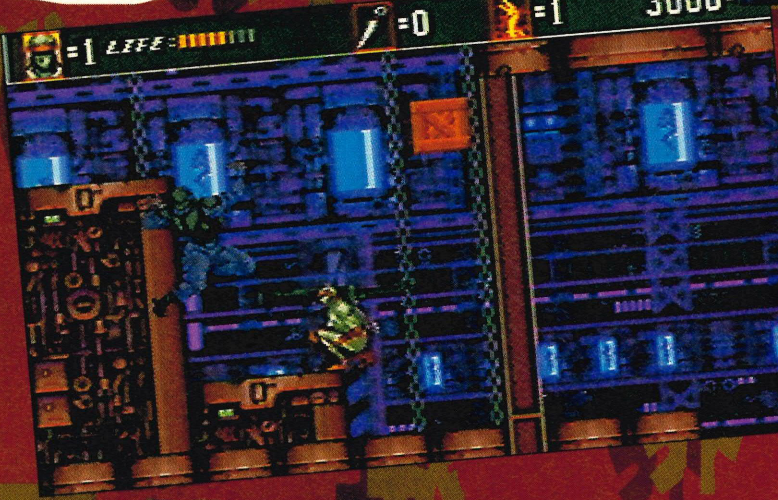
SHINOBI II
THE SILENT FURY

Shinobi II is released on Mega Drive as *Shinobi III!*

The Revenge of SHINOBI

SHINOBI





MEGA DRIVE

Joe Musashi, the all-time great master of Ninjitsu is back and this time he's bigger and deadlier than ever. We can only assume he's done a bit of weight training and eaten a healthy diet since his last outing! A vicious crime ring controls the city, spreading destruction and terror wherever they raise their ugly heads. If that wasn't enough to get Joe into gear, then the fact that the leaders of the gang are none other than his sworn enemies, the Neo Zeed, should!

He must fight his way through the city, in all of its numerous guises, beating the proverbial out of tigers (the zoo must have pretty bad locks on it's cages!), Neo Zeed ninjas and mad, deformed mutants. No more Mr Nice Guy!

All of the old option favourites are available – including a sound and music test. This is becoming the normal on almost all Mega Drive games and maybe a few new options wouldn't go amiss.

Start the game and you're chucked straight into the deep end. Ninjas, tigers and stationary cannons try to deprive Joe of his life. You can either punch or kick these foul fiends if you are close enough, slice them in two with your sword or throw a few knives their way. Be warned, though. You only have a limited number of these kitchen implements, so leaving the auto-fire on is not a good idea.

Joe can pick up various power-up items throughout the game. These range from life-giving hearts, extra throwing knives and extra ninja magic. There's also a rare icon that lets Joe use his sword in close combat. This is very handy for dispatching all those troublesome ninjas. There's also a few handy acrobatic moves that make your life a bit easier to say the least. Joe can now leap between vertical walls, somersault and throw a spray of flesh-tearing

IT'S A KIND OF MAGIC



Ikazuchi magic creates a shield of lightning around Joe and makes him impervious to attacks for a short while.



Kariu magic sets a series of spinning fireballs shooting around the screen; severely singing the eyebrows of anyone who happens to be around at the time.



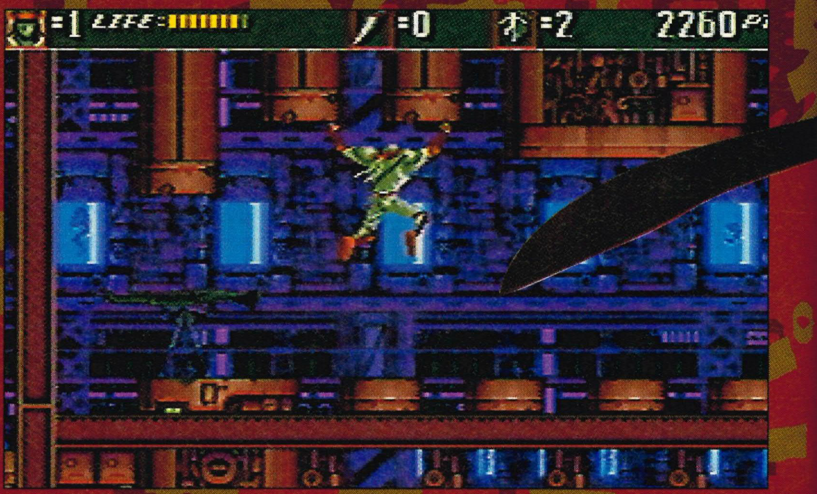
Fushin magic is the only one that stays with you for the entire level. It makes Joe leap like a frog on acid and is mighty handy to reach those hard-to-get bonuses and power-ups.



Hakuriu magic is the most graphically impressive. If used, huge purple crystals rain down on your foes – beating them into their graves.

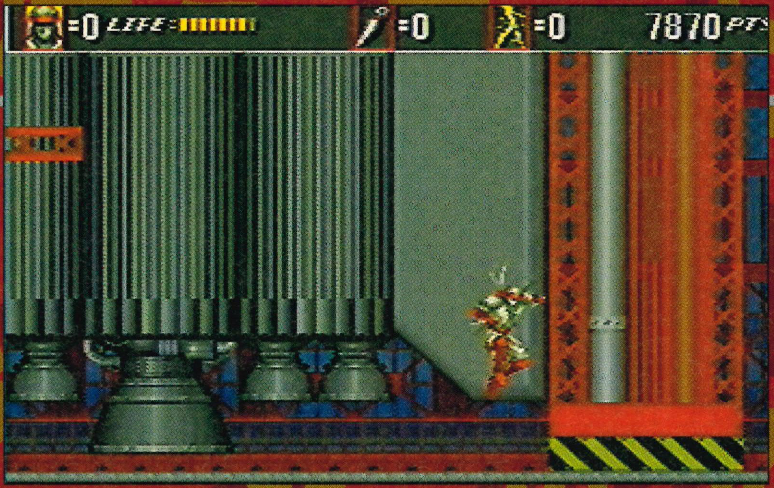


Mijin is without a doubt the most powerful magic in the game. It's so powerful that it kills you in the process. When you activate Mijin, Joe's body explodes into a huge fireball which kills everything on the screen.

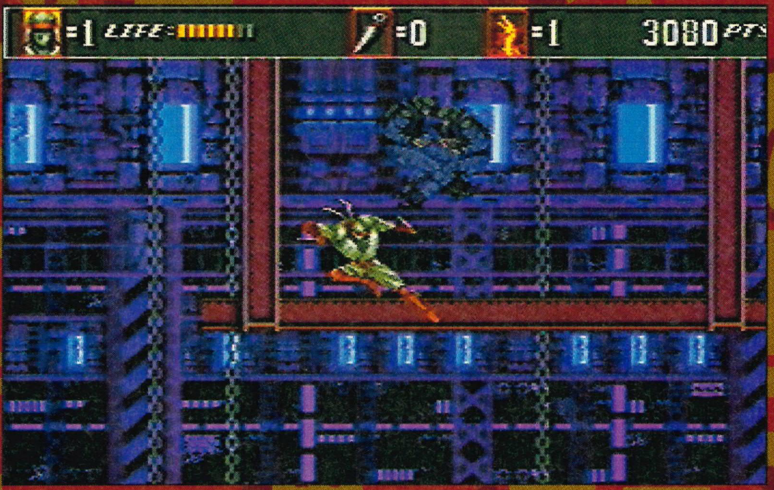


Swinging from the riggin'... Whoops! Sorry, lost myself for a minute there. Joe shows off his new skill by swinging around and generaly making a complete and utter pillock of himself!

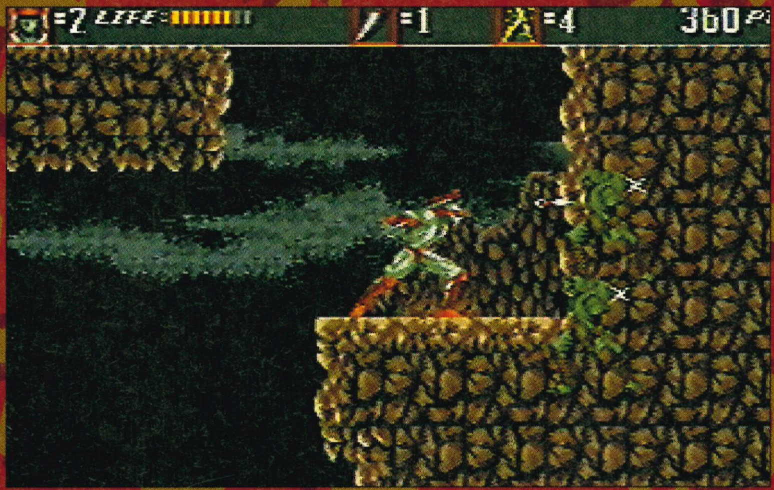
Ninjitsu can be traced back to it's birth around 1000 years ago.



I hope that rocket isn't about to take off or Joe will be one fried ninja master! The backgrounds in the game vary in detail and quality, but most of them are pretty bland. This doesn't spoil the game too much, as the action will keep you occupied.

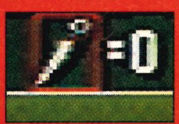


Take that, you foul Neo Zeed followers! A hefty flying kick is ever so useful when you run out of throwing knives (like I have here!) and can do a lot of damage for such a simple manoeuvre!



I think Joe has gone a bit ga-ga here! Since when has a wall ever attacked you? This is a good chance to practise your climbing skills and a few good jumps will do wonders. A bit of Fushin magic wouldn't go amiss either.

PROTIP



Throwing knives: I know that they're pretty cool and all that, but save them for the huge level-guardians that litter this game.

knives, swing from the ceiling and he can even run! Big deal? Well, considering that this is the first time that he has been able to mimic Linford Christie, it doesn't half help when being chased by a large platoon of Neo Zeed ninjas!

The gameplay follows the usual pattern of martial arts platforms with hardly any surprises and few new tricks. Effort has been spent on each element of the gameplay, making it one of the best ninja games to date.



Graphically, this game is a mixed bag. The sprites for Joe and his enemies are large, colourful and very smoothly animated, but the backgrounds range from okay to downright boring. It seems like the designer in Japan spent weeks on the sprites and was then told to finish the backgrounds overnight!

The music was composed by Yuzo Koshiro (who composed the fantastic soundtracks to Streets of Rage I and II and the original Revenge of Shinobi), but it doesn't show off his talents too well. Sound effects are very good and there's a lot of them, which makes a change from the beeps and whistles that have been used as spot-fx in the past.

Overall, this is good platform/beat-'em-up with a few added extras. Large graphics and eight varied levels are enough to make anyone come back for more.

● Dino "Grasshopper" Boni

Ninjitsu means "Art of Assassination".



MEGA DRIVE

SHINOBI III

SEGA ● £39.99 ● OUT MARCH

CART SIZE.....8Mbit
PLAYERS 1
STAGES................8
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT
Sega © (071) 7278070

AVAILABLE IN UK

ACTION — STRATEGY

GRAPHICS 83%
▲ Large and colourful sprites with good animation.
▼ Shame about the paltry backgrounds, though.

SOUND 89%
▲ Booming sound effects rip through your speakers.
▼ Slightly disappointing tunes. Mr Koshiro is capable of much better.

GAMEPLAY 90%
▲ Platform action may not appeal to everyone.
▲ Plenty of weapons, power-ups and magic to be picked up throughout.

CHALLENGE 89%
▲ Eight levels of ninja-busting opponents to fight your way through.
▲ Some of the later levels are very tough and will take time to complete.

PROSCORE 89%

Platform games come and go, but it looks like the Shinobi series is here to stay for quite a while!







MEGA DRIVE

Earth has been devastated by World War III's nuclear battle and is now run by the horribly deformed mutants that were created by the intense radiation and heat that followed the blasts.

A computerised scientist, known as Kildare, has been awakened from his hibernation and holds information that will restore humanity to its former glory. The only snag is that his power is running low and, to make matters worse, four of his ex-mutants have been captured by the evil Lord Mutant Sluggo.

As Ackroyd or Shannon, it up to you to rescue your comrades and find power for Kildare. You will have to fight many mutant creatures before you come face-to-face with Sluggo.

I hate to pressure you, but the whole of humanity rests in your hands. You must not, cannot, fail...



After a short intro that tells the story of the Ex-Mutants and their cyborg scientist, Kildare, you're treated to the title screen. From this you can enter the options screen, allowing you to set the difficulty level, play the sound effects and the music plus a few other options.

When you start the game, you must choose which of the two available characters you will control in the game. Ackroyd is big, strong and has a lot of stamina, but an IQ that hovers gently around room temperature. Because of his bulk, he can't jump very far or hit objects from a long way off. Shannon, on the other hand, can jump like a flea with springs on its feet, but is a bit of a weedy weakling when it comes to getting punched in the face by a ball of green mucus.

The first stage concerns the rescue of the character you didn't choose and the retrieval of some power cells for the fading Dr Kildare (I'm sure Sega are taking the michael! Dr Kildare indeed!). Kildare briefs you on where to get your captured buddy and find the power cells with the aid of a little map. Unfortunately, you can't access this map during play, so it's best to memorise where you have to go beforehand or you could find yourself wandering aimlessly through the corridors until the time runs out.

Each level is filled with traps of every description. There's even a few that can't be described in any language! If this wasn't enough, then you've got Sluggo's evil mutant horde trying to stop you as well. A quick swing of your weapon later and they're radioactive gunk. If they hit you, you'll let out a digitised cry and lose some energy. Loose all of your energy and it's time to meet your maker.

PROTIP Smash as many of the crates as you can. They lie around the levels and can sometimes contain very useful items.





You can also pick up a secondary weapon. These take the form of bombs, grenades, land mines or homing orbs. Only three can be dropped at any one time, so a bit of caution is needed, rather than keeping your finger on the rapid fire button! A super-weapon is available which will shoot in three directions at once while still activating your primary weapon. This causes the most amount of damage and should be collected whenever possible.

Each level is very detailed with flickering torches, pits, walkways and broken bridges. The main game sprites are quite small compared to the rest of the screen, but are still colourful in their own right.

The graphics are okay and very much on the small side, but at least the backgrounds have been carefully created. Sound is very average; the noise that Shannon makes when she's hit is bad – it sounds as if she should be in one of those videos that are placed on the top shelf away from prying eyes!

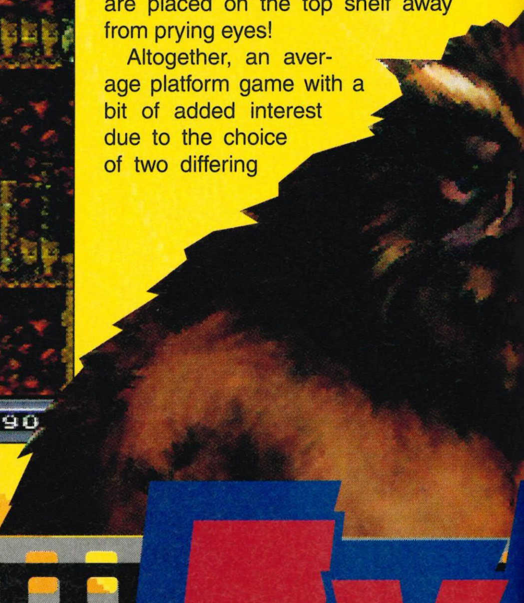
Altogether, an average platform game with a bit of added interest due to the choice of two differing



Okay guys, bring on the coffin! Take too many hits and this is what happens to you!



Deep in the bowels of an underground lab, many evil monsters and mutants hunt you down like a dog. Makes you feel kind of small and insignificant, doesn't it?





Inter-breeding was once thought to produce mutant babies!





Shannon prepares to face mortal danger in the second level of the game, but where is everyone?!



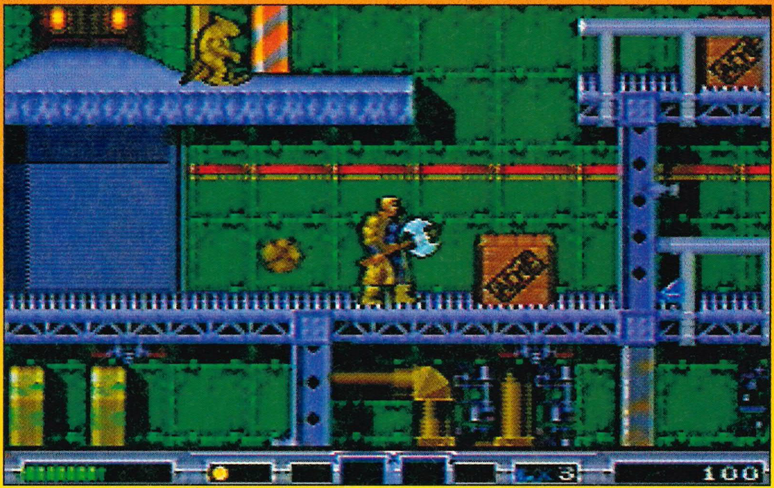
Kildare gives you your orders and shows you where you can find the power cells that he needs to keep him alive. Somewhere in this maze of corridors and levels are your buddies. Better memorise the map now, huh?!



Who knows why they've included statistics like these, but they're worth reading all the same.



Options screens vary in size, quality and downright stupidity. Thankfully, this isn't one of the stupid ones.

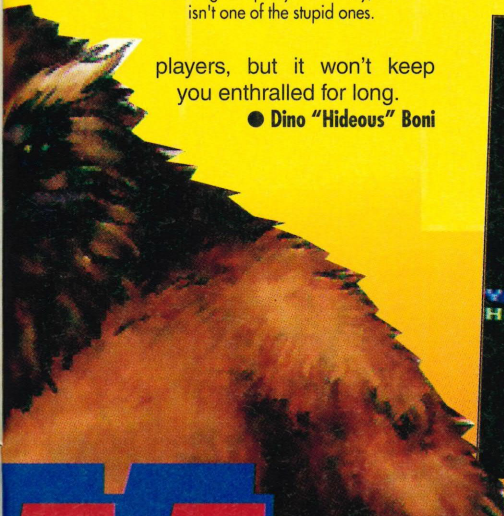


Chests contain helpful things such as secondary weapons and health hearts. Every now and then, though, a crate will contain a time bomb that will do a lot of damage if it hits you. The only thing you can do is peg it as fast as you can!

players, but it won't keep you enthralled for long.

● Dino "Hideous" Boni





MUTANTS

Mutants have been the star of old B-movies for years.



MEGA DRIVE

EX-MUTANTS

SEGA ● £39.99 ● OUT FEB

CART SIZE 8Mbit
PLAYERS 1
STAGES..............10
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Sega ✆ (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 68%

▲ Some very ornate backgrounds that are colourful and filled with detail.
▼ Sprites are too small and hard to distinguish from backgrounds.

SOUND 66%

▲ Interesting and amusing effects using digitised sounds.
▼ Not enough music. Less interesting to listen to than the Proms.

GAMEPLAY 70%

▲ Large levels and radioactive monsters lie in wait for you!
▼ But will you want to keep on doing the same thing time and time again?

CHALLENGE 69%

▲ Ten large levels are enough to keep most people going for quite a long time.
▼ But after you've completed the game then there's nothing to bring you back to it.

PROSCORE 69%

An above-average platform adventure but offering nothing new to the potential buyer.



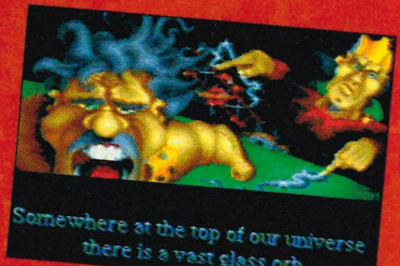
Things aren't looking too good and I've formed an alliance with the green guy. I guess that I'm safe for a while. Time to build up my men and then double cross the sucker! Serves him right for trusting a woman called Scarlet!



In the sixth Epoch, you have the ability to design and build all sorts of aircraft, including flying saucers! These are very powerful against other flying aircraft and inflict a huge amount of damage to buildings.



Another huge battle! This time, my 25 guys are up against 112 unarmed men and three pike-carriers. My money is on the yellow's and it could be a good time to retreat and regroup.







Amiga owners have been playing *Mega lo Mania* since early 1992. This version is not a direct port over, however, it's a completely re-written game created especially for the Mega Drive. The control method has been changed to cater for the problems encountered with the mouse-less Mega Drive and a few bits and pieces have been added and chopped about to suit the Mega Drive's different processor and

ME
MA

Ever since the Stone Age, men have been trying to kill each other. At first it was over food and shelter. Then it was over women and survival. Nowadays it's either over money, religion or politics. The art of war hasn't changed much over the past 2000 years and if you're a tactically minded person, or you just like the thought of killing loads of human beings for no good reason, then this game is for you.

You play the part of one of four similarly minded gods who each want control over a new world and you don't care how long it takes. From pre-historic times to well into the future, the power struggle is raging and the innocent, indigenous humans of this world are in the middle.

PROTIP



To complete the first island very quickly, start off with about 20 men and research a weapon. As soon as it's ready, attack the other god and you should win!

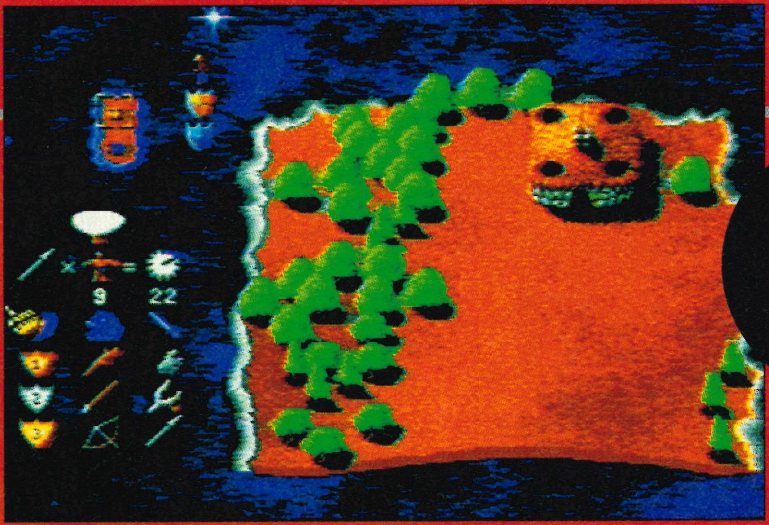


As you progress through the ages, the buildings that you construct reflect the architecture of the time. This shot is from 2000AD – Prince Charles would probably have a few things to say on the design of those buildings!



This is where you select the character you wish to play. Each has their own personality and speech.

Hitler has been discovered as having been a paranoid lunatic.



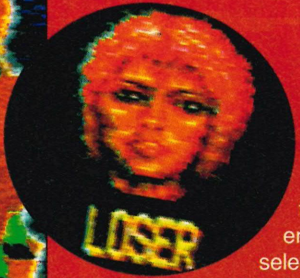
This little icon menu allows you to develop all kinds of weapons. You can start at the very bottom of the "pain" scale with a rock and work your way up to the more dangerous prospect of nuclear weapons!

display techniques.

The basic idea is to conquer all the islands on the planet and defeat the other hopeful gods in the process. The trouble is that you only have 100 men to do it with and, although they multiply (there must be a few women in amongst them!), you can only carry over a fixed amount to the next island.

You start the game by selecting which character you're going to play. There are four to choose from, each having their own quirks and misgivings! Each one has a number of digitised phrases that he or she says when you ask them, or they ask you, for an alliance.

The main game involves a split-screen display. The left-hand side of the screen is taken up by the control panel. This is a series of icons linked by arrows that let you control every aspect of your race's development. The right-hand side of the screen is a 3-D view of the island section that



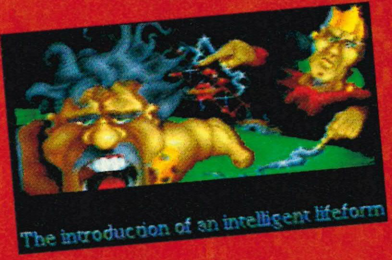
your race currently occupies. You can look at what the other players are doing by selecting a segment of island from the map.

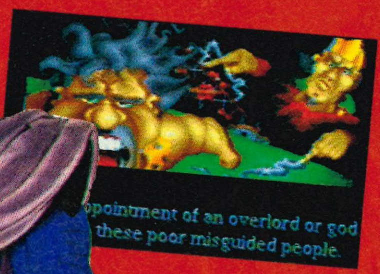
Right, off you go! First thing is to do a bit of thinking and get the boffins in your tribe to invent a few new weapons. You must select how many humans will work on the project and the time to completion will then be displayed. Hang on a sec, what are we going to build them with? Better start a mine to look for raw materials.

All the time that you're doing this, the other players are trying to develop weapons, armies and raw materials











Erm. Got a bit of a problem here. I have no men left and I'm being pounded into the ground by the yellows!



The factory is used to manufacture complex machines such as cannons and catapults.

EGA LO
NIA





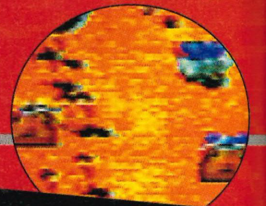
Select the island you wish to play and then choose how many men to place on it. Remember, you only have 100 men for each epoch.



After wasting lots of time designing every weapon you can think of and then discovering that I didn't have any elements to build them, I stuck all my men into one big army and attacked the other side. I hope this works...

John Major isn't exactly what I'd call a paranoid lunatic.

MEGA lo MANIA





Bombs away! Bi-planes are useless for killing men, but they can destroy a group of buildings with extreme ease! Research them, build them in your factory, send them on their way and watch as your foes die in a spasm of pain and suffering!







Remember that double cross that I was talking about earlier? Well, it seems like it's backfired on me and now I'm getting my butt kicked from all sides. There's only 27 of the little yellow soldiers, but I've only got 22 men and not a single weapon in sight.

quicker than you. You have to constantly keep an eye on the rest of the island to see if a race is becoming too powerful.

If they are, it's time to assemble your men into an army and go kick some booty!

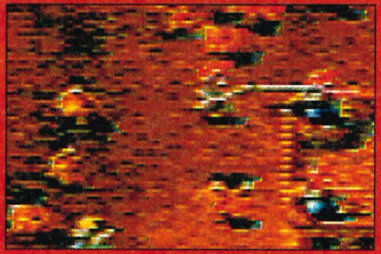
Sometimes, though, the best idea is not to attack a strong opponent, but try and make an alliance with them. When you ask for an alliance, they may either refuse you point blank and attack you or they may simply say "yes". If they accept your offer, you can wipe out the other players together and then fight it out for the island, or you can wait and try a sneaky double-cross.

As you progress through the islands, your technology level rises to the point where you can use nuclear weapons! A brilliant cry of "we've been nuked!" follows a missile attack which is, inevitably, fatal.

After every island is completed, the game gives you a password that allows you to continue your game later. This is essential due to the vast size of the game and the amount of play that it will take to complete Mega lo Mania.

Graphics are superbly drawn, coloured and animated throughout the game and still manage to be packed with detail. The island screen is large and clear, although the actual figures on the island could've been increased in size.

The sound is truly excellent in all respects. Sampled speech is used throughout the game and some of it is more amusing than informative! There are plenty of quality sound effects that are put to good use.



These guys are your life-blood. They sit on top of your buildings and shoot arrows at any enemy troops.

The control method takes a little getting used to, but by the time you've played a few islands, it will become second nature. It's interesting to see that Sensible Software chose to get rid of the "free floating" pointer system that has been used in games like *Populous* and *Powermonger*. The control method, as it stands, is quick, precise and requires little more thought than a press of a button. This has the effect of helping to speed the game up due to the player not having to spend ages telling the game what they want to do next.

Mega lo Mania is a very playable and interesting game that is enhanced not only by its outstanding graphics, but also by the amount of re-designing that the Sensible team have put into the project. Well done, Jon Hare and Co!

● **Dino "Egernomicly Terrwiffic!" Boni**



Saddam Hussein should've had a part in this game!

MEGA lo MANIA

VIRGIN ● £39.99 ● OUT MARCH

CART SIZE.....8Mbit
PLAYERS 1
STAGES.............27
SKILL LEVELS 1
FEATURES.password, save
CONTACT
Virgin ©(081) 9602255

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 93%
▲ Stunning backdrops and icons take the game into a different league.
▲ Fantastic use of mini-sprites to represent your armies and weapons.

SOUND 91%
▲ Beautifully clear samples add amusement just when it's needed.
▲ Music pounds on throughout the game, but it can be turned off if it gets irritating.

GAMEPLAY 90%
▲ This one should entertain even the most hardened shoot-'em-up fan!
▼ What a shame that Sensible couldn't work a two player option into the game.

CHALLENGE 91%
▲ 28 Islands that become progressively harder and use newer technology.
▲ Passwords save you the hassle of playing the early levels each time.

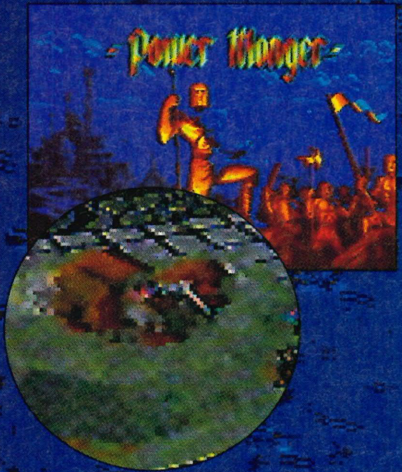
PROSCORE 92%
The best strategy game available. Will make days fly by so quickly that you won't even think about sleeping!



The leader of the Powermongers gloats over his opponents and marvels over the easy victory he gained! However, the troops aren't so happy - "It's raining and we want to go home." they snivel.



Planning moves for the future is essential and any warrior who does not do this will find thier game is over very quickly! The captain and his right hand man are locked deep in tactical coversation over how to keep the uncivilized villagers under control.





Hmm, how do we fit all of our troops in here? As if that was the only problem – first they have to get there!



The scales may show that the two sides are 50:50, but the inhabitants are a vicious lot. Time for some tactics!

POWER

MEGA DRIVE

The long-lost kingdom was once a noble and powerful land. The people loved their king and were a hard working population. That was until the day the Earth turned against them. It rose up in a fit of violent anger, sending the kingdom crashing down around the king until nothing remained. As if this was not enough, the sea also turned nasty, drowning most of the warriors.

A small party of men escaped with the king and set off to find new lands. These were the bravest warriors of all, each prepared to fight until their certain death for what they believed to be right.

The time has now come to join the struggle. New lands have been found with fertile soil, many riches and just one problem – its population are against you. The fight for land has already begun. Only the ultimate Powermonger will survive.

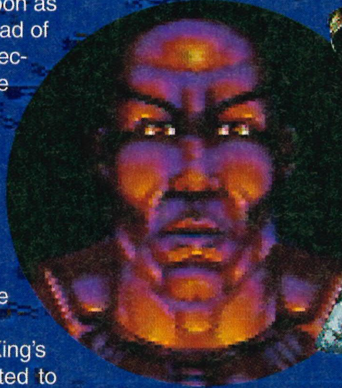
The power struggle on the Mega Drive is not exactly an original idea. Tactical games such as these vary from the appalling (*Ambition of Caesar*) to the more recognised titles (*Populous*). While these types of games are a brilliant in concept, they often fall flat on their face due to their sheer complexity.

This becomes apparent as soon as the intro screens are over. Instead of a traditional option screen, all necessary tools and choices are displayed around the main playing screen. There are 20 different tools that can be used and, although the functions of these are fairly simple, it's impossible to remember them all. Also, with 195 levels, this is for people who like their games BIG!

Mission one begins in the King's tower. The King must be directed to the nearest enemy town to take over and gain extra supplies for the troops. Some villages are quite happy to make alliances, while others will fight to the death. Fortunately Timlytte, the first town, is quite happy to surrender and this leaves the Captain (King) free to take food and other items from the village. He can also recruit new troops.

When a village is overtaken, soldiers are free to move about talking to people or craft weapons and merchantable goods. According to how aggressive the troops are, different goods are created (pots for passive and guns for aggressive). It is then possible to build up a whole arsenal ready for attack on the next village!

It's completely down to each individual how





Powermonger made its first appearance on the Amiga many moons ago.

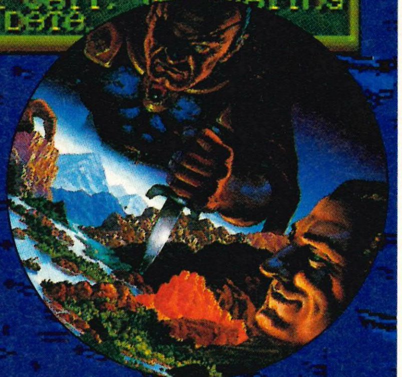






The game is so huge that the data is generated as you play it and serves to further fustrate impatient players.





MONGER



PROTIP Be careful! This game runs in real time, so while you're faffing about wondering which move to take next, the enemy are already taking steps to eliminate you! If you need to think about things, pause the game first.





As the troops need to be fed, they must go into the wilderness and slaughter some unsuspecting sheep.

they play *Powermonger*. You can either take the bolshy option and storm every village that is stumbled across, but that isn't advisable. As in most games, it's safer to take the sensible option of prudence.

Although *Powermonger* seems to be the megalomaniacs ultimate dream, it doesn't come without its faults. Gameplay is very slow and even someone with the patience of a saint may find it tough going. Commands take ages to execute and there is often no indication when they have been completed. Due to this, the high concentration needed to play Powermonger often wanes and frustration soon takes over.

Sound effects don't exactly help it along either. There is no background tune; just a series of bleeps and noises. Sprites and territories should have been bigger and the general scenery is very samey throughout, although some are very colourful and detailed.

The full potential of the Mega Drive may have been used, in the game's complexity and size, but it's still not quite enough. The gameplay is far too ambiguous and far too slow.' It may be suited to people who like the idea of playing a real epic – it will also appeal to the strategy maniacs who tend to play *Risk* until four in the morning.

● **Sam "philosophical" Hickman**



Using the options, it is possible to get an overview of the whole area and you can also zoom in to areas of interest.



The king tells his sad story of how his country was stolen from underneath him. Obviously this is what turned him into a power ravished madman.

A Powermonger (megalomaniac) is obsessed with gaining extreme power.

POWERMONGER

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES...........195
SKILL LEVELS 1
FEATURES ...password
CONTACT
Electronic Arts ✆ (0753) 546672



ACTION / STRATEGY

GRAPHICS 80%
▲ Although scenes may be similar, they're very detailed.
▼ Sprites are too small – almost impossible to see!

SOUND 60%
▼ An insult to your ears – what are all those bleeps anyway!
▼ Completely unsuited to the action taking place in the game.

GAMEPLAY 70%
▲ Brilliant value for money. It's so huge that it will keep you busy for quite some time.
▼ Very frustrating, as everything seems to take so long.

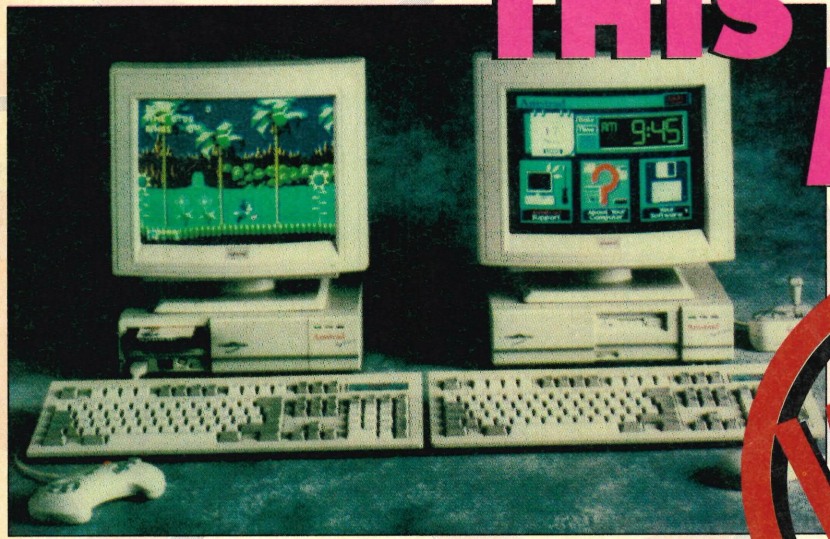
CHALLENGE 80%
▲ This is a major challenge that won't be completed in a hurry.
▼ Interest in the challenge is lost due to the slow speed.

PROSCORE 72%

Although this may be great value for money and a brilliant challenge, it's far too frustrating to play.

THIS STONKING MEGA-PC

WORTH £1000 *less a penny



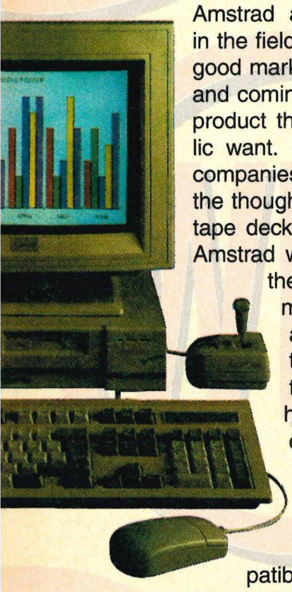
WIN!

THE MEGA QUESTIONS

1 Is the Mega PC fully Mega Drive compatible?
a) Yes
b) Probably
c) No

2 When was the Mega PC launched?
a) December 1991
b) December 1992
c) December 1993

3 How much does the Mega PC cost in the shops?
a) £851.05 + VAT
b) £999.99
c) £1000*less a penny



Amstrad are leaders in the field of taking a good marketing angle and coming up with a product that the public want. Many other companies cringed at the thought of a dual-tape deck stereo, but Amstrad were one of the first to market that and it turned out to be a huge success, Now, the fully Mega Drive compatible Mega-PC is the latest of Amstrad's lifestyle packaged products. The ideal home system? Well, only time will tell.

The Amstrad Mega-PC was launched just before Christmas and was fully featured in last month's issue of SegaPro. It offers all the niceties of a high-specification PC (with a mouse, analogue joystick and Ad-Lib Soundcard) and all the advantages of owning Britain's leading console, the Sega Mega Drive.

The Pros were given a test machine and since then have managed to wangle this super compo to give the very same machine to one of our readers.

In case you missed it last time, here are the full specifications again:

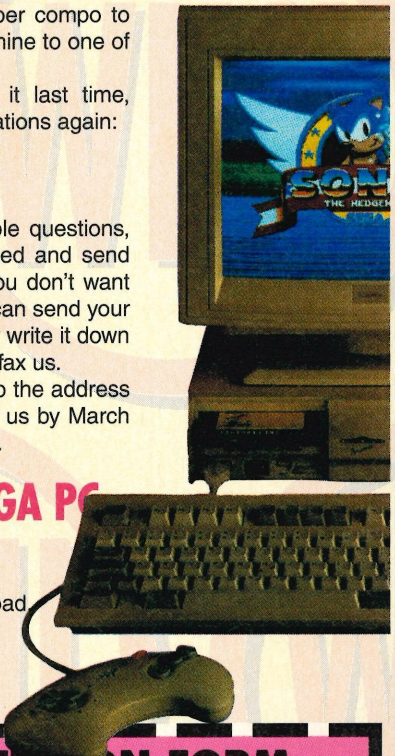
WIN IT HERE!

Simply answer the simple questions, filling in the form provided and send your entry of to us. If you don't want to cut up the page, you can send your entry in on a postcard or write it down on a piece of paper and fax us. Entries should be sent to the address below and should reach us by March 10, this year. Good Luck.

MINE'S A MEGA PC

SEGAPRO,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

FAX (0202) 299955



SPECIFICATIONS

	PC Mode	Mega Drive Mode
Processor	80386sx	68000
Clock Speed	25MHz	8MHz
Memory	1Mbyte	–
Expansion	up to 16Mbyte (SIMM)	–
Hard Drive	40Mbyte (28ms)	–
Floppy Drive	3.5" 1.44Mbyte	–
Expansion Slots	2x16 bit	–
Graphics	Super VGA	–
Video Memory	256Kbyte (512K max)	–
Max Resolution	1024x768	320x224
Monitor Graphics Resolution	640x480	320x224
On-screen Colours	256 from palette of 262,144	64 from palette of 512
Sound Capability	Full Ad-Lib	Stereo

Power Supply	50W 110/220-240V Auto-Switching
Dimensions	325mm (W) x 78mm (H) x 292mm (D)
Keyboard	102 key high quality PS/2-type
Monitor	14" Hi-Res Dual Sync Colour

Monitor Compatibility
Full VGA with Ad-Lib soundcard, full Mega Drive with stereo sound.

Interfaces
Parallel Port, Twin RS232C Serial Ports, External VGA Monitor Port, PC Analogue Joystick Port, Twin Sega Paddle Ports, PS/2-type Keyboard Socket, PS/2-type Mouse Socket, VGA Monitor Power Socket, Stereo Headphones Socket , Mega Drive Cartridge Slot, Mega-CD connector, Stereo Headphones Socket.

Supplied Software
MS-DOS 5.0
Amstrad Desktop User-friendly graphical interface with on-screen Interactive Tutorial.

Supplied Accessories
Two-button PS/2-type PC Mouse, precision analogue PC Joystick, Sega Games Paddle.

MegaPC 386SX
AMSTRAD ● £999.99 ● OUT NOW

MINE'S A MEGA PC,COMPETITION FORM

Name ....

Address ....

....

Postcode .... Tel no ....

ANSWERS

1 ....

2 ....

3 ....


SEGA pro
MEGA LO MANIA
TECHNO



POWER
WAR
1066
DOMINATION
2000 BC
1918

MORE than you can handle?

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EARLS COURT 2

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You want to know what's happening in the games market?

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Daily Mail

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Send to: Ideal Electronic Games Show Tickets, 9 Flag Business Exchange, Peterborough PE1 5TX.

MEGA DRIVE

We've all heard the heart-breaking tale of Dumbo the elephant, but what about Rolo the Elephant? Well, poor old Rolo doesn't seem to have much luck either. He was taken from his mother and forced to perform for crummy McSmiley's circus. The evil ringmaster didn't let Rolo out of his sight for a minute, but one day he finally managed to escape. Many other animals were also trapped, so our little elephant set about freeing them from the dastardly McSmiley! His quest will take him to the far ends of the earth and if that isn't enough, McSmiley's men are determined to bring Rolo back to the circus! Rolo can't do it without you, so put that hero hat on and get ready to save the animal kingdom!



Poor Rolo looks lost and so he should. He's come a long way and still hasn't found his mummy.



Once Rolo has freed his furry friends, they tag along and are available to help in tricky situations.



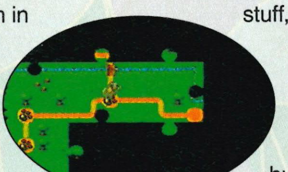


Rolo should have taken advice to go on a diet. He can't jump very high and will have to find Rabbit to reach the drink.



It's immediately striking that this bears a more than close resemblance to the story of Dumbo. The only thing is Rolo can't fly! This becomes apparent on the options screen, where Rolo can be seen waddling to and from locations. This options screen consists of a map that Rolo must follow.

Rolo's aim is to travel around each level, releasing trapped friends, and then involving them in his own adventure. Although he may be a very unusual superhero, there's things even he can't do!



That's where his furry friends come in. Rolo can send them off on a special mission such as climbing or swimming, in the hope that they will find the level key; necessary for progression to the next stage. Each level is fairly long, and there are lots of little puzzles that must be completed before Rolo is allowed through to the next level. For instance, as well as getting the level key, a piece of map must be found – it's then used to find the way in the next stage. Although this may sound like there's a strong puzzle element, don't be fooled!

The strongest puzzle you'll find is deciding which animal to send out on a mission! Not exactly brain straining stuff, eh?!

Graphics are just what is expected from a game of this theme – cute, bright and cheerful, which is great as far as it goes, but it all gets a bit too sickly-cute after a while! *Rolo* is a very pleasant way to spend a few hours, but it doesn't really offer any long-term appeal. However, younger Sega players will love it and for them, I would thoroughly recommend it!

● **Sam "Nellie" Hickman**

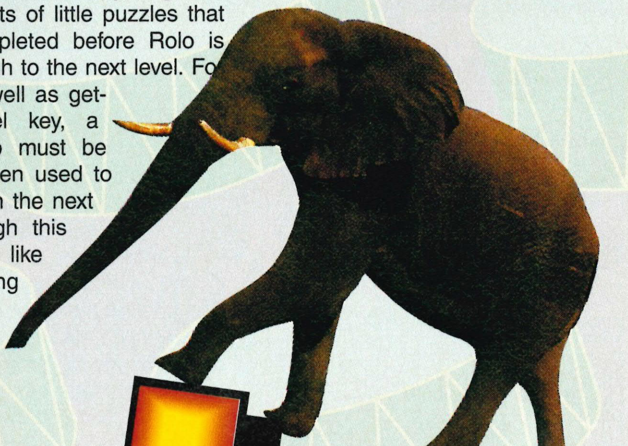


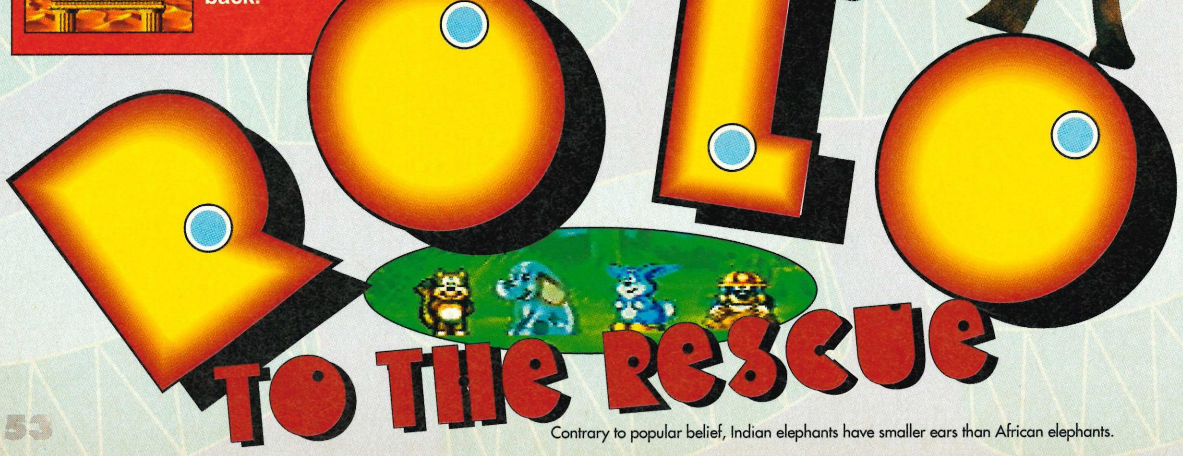


PROTIP

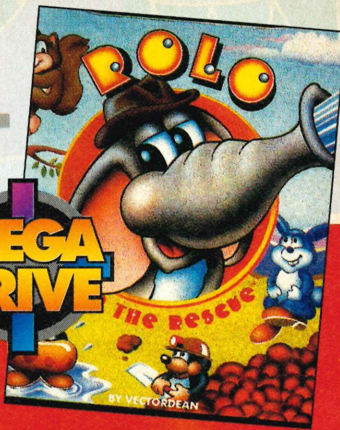


Don't stray too far away from your friends! If you do, they'll get lost and won't come back.





Contrary to popular belief, Indian elephants have smaller ears than African elephants.



MEGA DRIVE

ROLO TO THE RESCUE

EA ● £34.95 ● OUT NOW

CART SIZE.....4Mbit
PLAYERS 1
STAGES.............90
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT
Electronic Arts ✆ (0753) 546672



ACTION / STRATEGY

GRAPHICS 89%
▲Graphics are very polished and bright. Will definitely appeal to younger audience.
▲Brilliant variety of sprites that keeps interest up during the game.

SOUND 75%
▲What is there sounds pretty good, the tune is even quite catchy!
▼Can get on your nerves after a while and definitely wears thin.

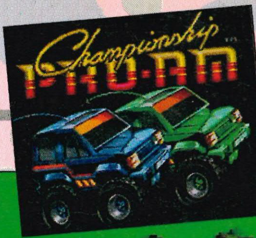
GAMEPLAY 74%
▲ Freeing furry friends adds an extra element to brighten up the game.
▲ Gets too easy too quickly, can become boring and levels are short.

CHALLENGE 70%
▲Great challenge for pre-teen players. Learning elements could appeal to a younger audience.
▼Just too easy – even in later stages the challenge doesn't brighten up much.

PROSCORE 72%

While this is brilliant for a younger audience, it doesn't offer much to the rest of us.

MEGA DRIVE







The racing game has an extensive and detailed past. Even in the last year there have been more releases than I can remember. However the most recent assault on the racing market is *Micro Machines* (and what a corker it is too!). Unfortunately poor old Codemasters have had an injunction slapped on them by Sega over licensing. There is a glimmer of hope and it comes in the form of Championship Pro-Am. It's a miniature rally game for people who like their racing games fast and furious. As well as having all the usual bumph that racing games have, this has a few added extras. Pick up turbo boosts on your way around the track, or use missiles and bombs against the tougher opponents.

Pro-Am is a game of skill, speed and batter-'em-up action. Oh, and don't forget all those shiny trophies just waiting to be won!

Not doing very well on this race are we? Unfortunately the tyres are nearly worn through, so it's a matter of waiting until replacements pop up on the track. Until then it's last place for me.

PROTIP If you miss picking up items, turn round, drive back and get them. It's easy to catch up the other drivers, and you'll have the benefit of the items.





Avoiding the puddles is pretty difficult , especially when the track conditions are poor.

Pro-Am has arrived at just the wrong time. After the extremely impressive *Micro Machines*, this game has a heck of a lot to live up to. Based on the same idea as *MM*, it's a more traditional version of the racing game genre. There are no options with which to set difficulty levels and the only way to familiarise yourself is to jump straight into level one!

The race track immediately brings back memories of the days of *Super Off Road.* Opponents are busy revving up their cars and the atmosphere is already tense. As the newcomer, pole position is yours, but this is just a polite gesture. As the levels progress, pole positions have to be earned so that there's no unfair advantage!

Level one is a fairly easy affair. Race length is just two laps and competition is hardly anything to worry about. To progress to the next level, you must finish in the top three. Playing is a lot of fun and even when the action begins to get tough, it doesn't impair enjoyment.



As the levels progress, much more importance is placed upon power-ups that are placed all around the track. As your rally car becomes worn, it is necessary to replace its tyres, engines and roll bars. Although the car will still operate without replacments, speed will become incredibly slow.

The good thing about Pro-Am is that just when you begin to get used to a certain level, the difficulty increases; this fortunately keeps the interest level high throughout.

In later stages, the rally car becomes armed! If earlier levels were fun, then this one is the best yet! Fire missiles at opponents and disable them for a good few seconds. Don't forget that more lethal bombs bonuses are scattered around the track and can be picked up!

Although this may seem like a riot, it doesn't come without its bad side. In these levels, there are hazardous oil slicks and rain clouds to avoid. If driven through, they slow the car down considerably, so they're best avoided if possible.

Even though *Pro-Am* is not too hot on the musical domain, it doesn't seem to matter. There are some very realistic sound effects, which, apart from replacing an otherwise annoying soundtrack, add intense atmosphere. Graphics are cheap and cheerful (although not bad quality), but since they don't hinder gameplay it's not that noticeable.

Controlling the car is initially quite difficult and it often spins off all over the place. Although this may become intensely annoying, it does show off the responsive controls and the extremely smooth animation.



GOTTA HAVE 'EM



PUDDLE – If you drive over these they'll slow you down.

OIL PATCH – Driving over this causes you to spin all over the place.

RAIN CLOUD – Again, this will slow you down . Don't get caught in the rain!

SKULL – You'll lose one unit of ammo if you don't steer clear of this.

POP UP WALL – These don't appear until the later stages, but they cause instrant crashes!

MISSILES – Collect these whenever possible as they can cause vital damage to opponents!

BOMB – An essential item. Drop them from the back of your car to wreak havoc!

ENGINE – Collect this to increase your top speed.

TURBO – This increases acceleration, and is essential for late levels.

ROLL CAGE – Pick this up to become immune to crash damage.

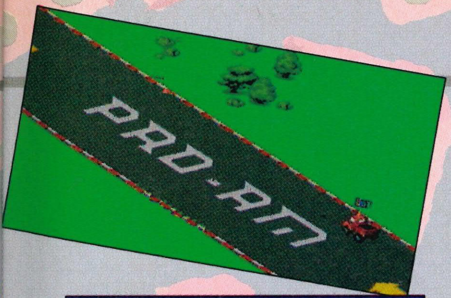
BONUS LETTERS – You must collect enough letters to spell CHAMPION. You'll then receive a new car!

ZIPPERS – Rolling over these gives you an extra boost, and could be the difference between 1st and 2nd.

AMMO – This adds one unit of Ammo to your arsenal. To use it you must already have a weapon.

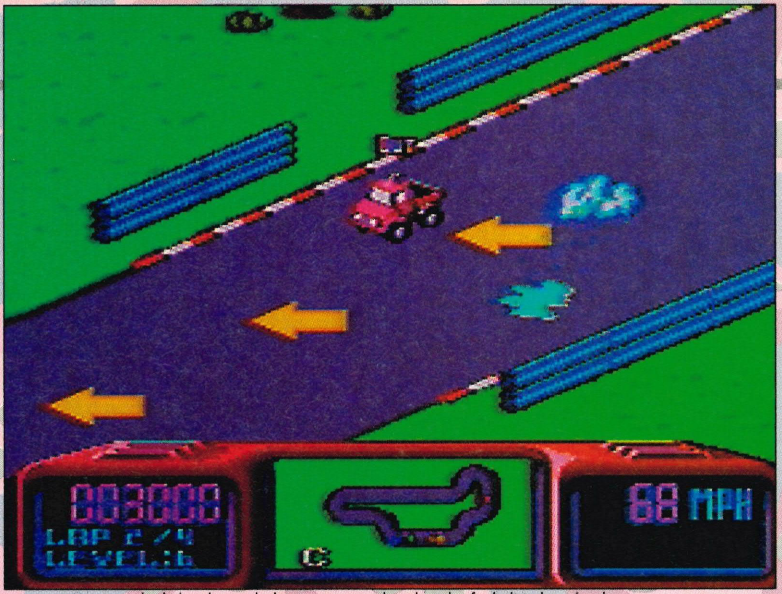
TYRES – Tyres wear out, so you need to pick these up wherever possible.

Rally cars can be anything from the modest Mini to the extremely slick RS Cosworth!





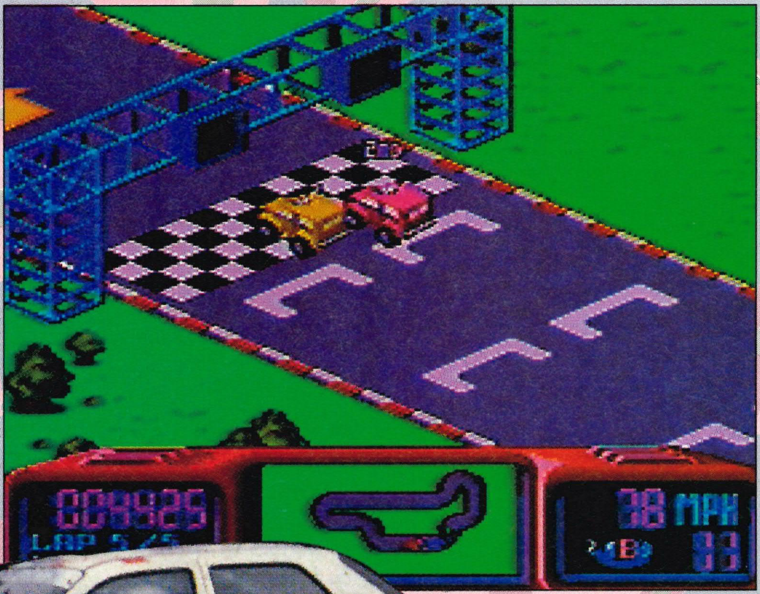
At the beginnng of every race there's a track summary showing conditions and items to be picked up.



You may think this driving lark is pretty easy, but don't be fooled! In later levels rain-clouds follow you, slowing the car down, and making the track very slippery. This is just one of the nasties designed to stop you from becoming ultimate champion!



The trophies are piling up, but there's a few shelves to go yet! Trophies are given if you finish in the top three.

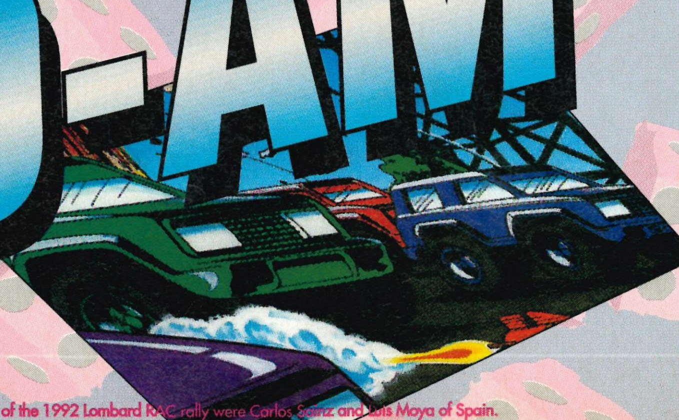


The only disappointing aspect of Pro-Am is that it's only a one player game. If a two player option was added it would make it much more enjoyable. This doesn't make game-play any less exciting, but it's impossible to look at it without comparison to *Micro Machines*, which is a far superior game. This is a decent enough try, but it falls just a little too short of the mark.

● Sam "pro-girl" Hickman



Championship PRO-AM





CHAMPIONSHIP PRO-AM

TRADEWEST ● £39.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 1
STAGES................1
SKILL LEVELS.....24
FEATURES ....n/a
CONTACT

Video Games Centre ✆ (0202) 527314

AVAILABLE IN USA

ACTION / STRATEGY

GRAPHICS 76%

▲ Very tidy and cheerful graphics, although there's nothing too spectacular.
▼ More detail in the backgrounds and trucks would have been beneficial.

SOUND 75%

▲ Car sound effects are very realistic, which adds atmosphere during racing.
▼ There are no other sounds apart from the opening tune.

GAMEPLAY 78%

▲ Highly addictive and great fun with plenty of racing action.
▼ Controls are a little too responsive that resulted in many mass pile-ups!

CHALLENGE 80%

▲ Difficulty set at just the right level, as is progression.
▲ High addiction level means you HAVE to get to the end!

PROSCORE 75%

Brilliant fun, but it could do with a two-player mode and it pales into insignificance against Micro Machines.

Winners of the 1992 Lombard RAC rally were Carlos Sainz and Luis Moya of Spain.



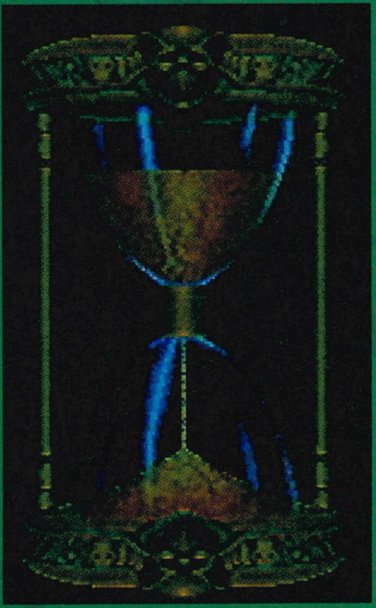


CHAKAN

Death comes to us all. We may not want it to, but there's no escape from the cloaked skeleton with his funny-shaped farming implement. Many people have dreamed of striking a deal with this under-nourished being and thereby gaining the most treasured of all prizes – Immortality.

Chakan had such a dream and somehow managed to find Death. How he did this is anyone's guess – you can't just look up his number in the Yellow Pages, can you?! Chakan challenged Death to a duel and he won. Death granted him ever-lasting life, but there was a hefty price to pay for it. Chakan lost all of his former powers and he became known as The Forever Man. His job was to travel the Earth until he has slain all the supernatural beings and spirits. Only then could he rest in peace and enjoy all of eternity slowly decomposing.

This time, you're not fighting for your life. You're fighting for your *death*!



Chakan starts with a long intro that tells the story of his battle with Death and his long struggle to obliterate the Royalty of Supernatural Horror – a strange name for an even stranger bunch of people! The whole game is founded on a long-running American comic that isn't too popular on this side of the great pond.

You take the control of Chakan who is looking for the final adventure; to search for his own death. To find his last resting place and finally be at peace, he must battle his way through eight levels, destroying all nasty, supernatural inhabitants. The levels are accessed through a set of portals, so the levels can be completed in any order that you like.

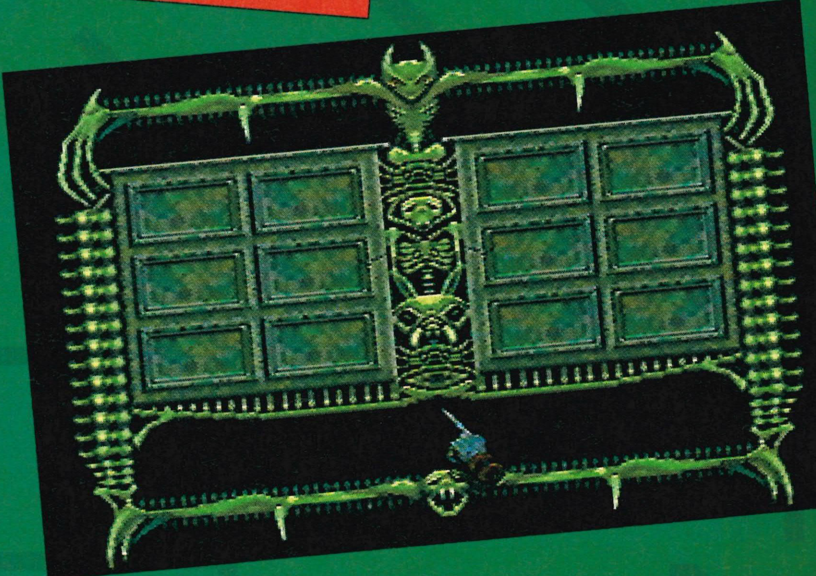
Chakan can collect and use a number of weapons, but he starts the game with two swords - one in each hand. If you press UP on the joypad while standing still, Chakan performs his Saturday Night Fever impression! He can use a pair of flaming swords to inflict that little bit extra damage on his foes. Chakan is also a master of Alchemy and can use 12 different potions to produce a bewildering array of effects. Some of these can be used to attack the tougher creatures of the night and, thus, save a bit of energy.

This guy's a bit of a nifty acrobat and too and can perform somersaults, forward rolls and spinning sword attacks. Not only does this amaze your enemies so much that they applaud wildly before you kill them (erm, maybe not!), but it

PROTIP



Pressing the jump button twice in mid air will produce a somersault that will launch you practically into orbit!



Old age is now believed to be an actual disease...







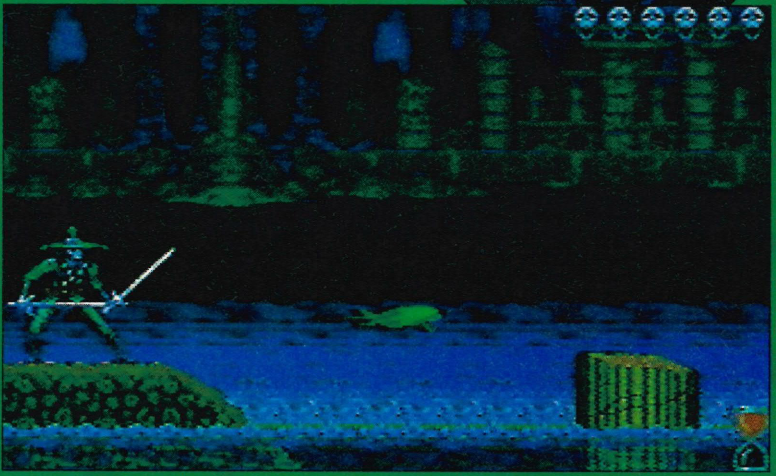
Big leaps like this need to be somersaulted or you'll never reach the other platform.





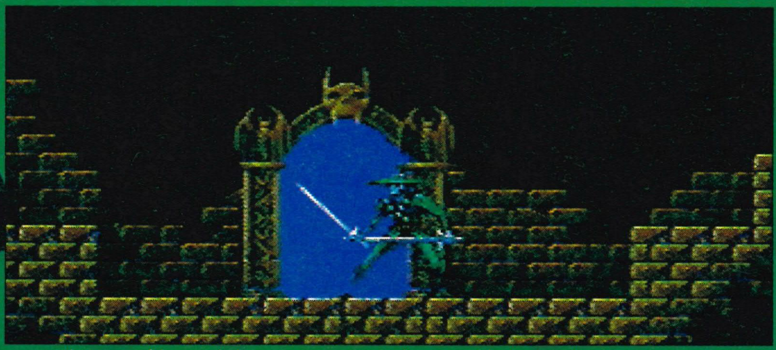
also serves as an ideal way to squash the little bleeders!

Each level is set against a different backdrop that ranges from a submerged Roman-style ruin to a dark and probably very smelly dungeon. They can all be accessed from the portal level and completed in any order.



Anyone fancy a bit of a swim?! There are all manner of dangerous aquatic animals in the water, but a swift swipe from your swords will finish them off. If you don't fancy getting your feet wet, then you can jump around on the broken pillars.



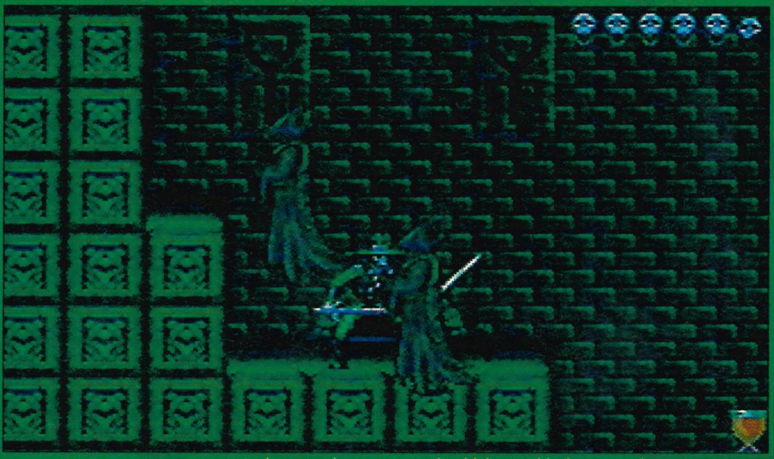


This is one of the portals that transport you instantly to one of the levels in the game. Each portal has its own level which is covered with tricky jumps and very high platforms.

The sprites in Chakan are of a reasonable size, although a bit on the average side when it comes to animation. The backgrounds give the game a dark mysterious feel and bestow a gothic horror atmosphere. There don't seem to be that many monsters inhabiting the levels and you could get a bit bored looking for something to kill. Sound is deep, booming and atmospheric. This adds to the sentiment of a desperate, lonely man wanting to find peace and tranquillity. The only way that he's going to find it, is in death.

Overall, this is an average game that is let down mostly by its lack of action. If a little more effort was put into the designing of the levels and the amount of creatures then *Chakan* could have been very good indeed. As it stands, it is best to give it a try before handing over your hard-earned dosh.

● **Dino "Corpse" Boni.**



"Excuse me. Have you seen where Death went? He's a big bloke in a black cape and carries a scythe. Hang on... You look a lot like him!"

...and scientists may have a cure within a few hundred years!

CHAKAN: THE FOREVER MAN

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES...............8
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Sega ✆ (071) 727 8070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 74%

▲ Well animated sprites and the backgrounds are detailed and atmospheric.
▼ Some of these gothic backgrounds look very sparse indeed.

SOUND 71%

▲ Deep, subtle rumblings set your teeth chattering!
▼ But as per usual, not nearly enough spot FXs.

GAMEPLAY 73%

▲ Large levels and varied monsters await your presence.
▲ Although you may have to look around to find them!

CHALLENGE 78%

▼ Eight levels is enough to keep most people going for a while.
▲ When you've completed them there's nothing to come back for.

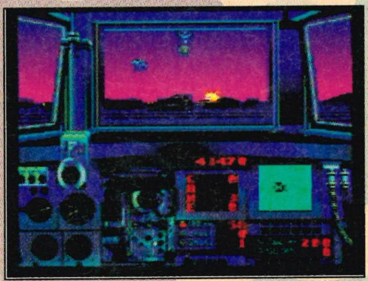
PROSCORE 76%

This could've been a classic game based on a novel scenario, but it's let down by the complete lack of action.

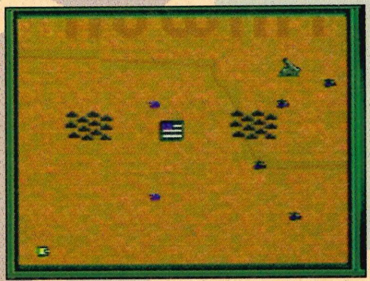



SUPER BA

W A R I N T



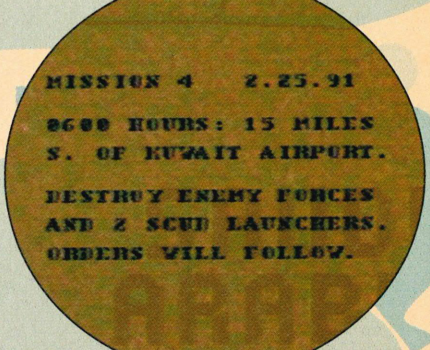
Use your Smoke Shield to ensure maximum protection against the powerful end of level barricade.



This detailed map will allow you to safeguard current positions. The mine-strewn areas are to be avoided.



The detailed descriptions should offer more than enough data on your next target. The above gunship will play a large part in the approaching battles, so take care not to under-estimate the power of the M124 HIND Gunship!



PROTIP To destroy the penultimate stronghold, fire a Smoke Screen. During the time that the smoke takes to disperse, fire your 120mm cannons to blow away the enemy.





MEGA DRIVE

Hostile Persian Gulf action awaits the rookie battletank commander. If you think you're up to the challenge of taking on the entire Middle East air and ground forces single-handedly then, maybe your ego meets the required standard.

A total of 1,900 M1A1 Abrams Battletanks have been deployed, but you're the only one to see any action, or so it seems. Will your well-equipped steel coffin offer valuable protection against the in-coming onslaught, or is it just a useless waste of the tax-paying community's money?

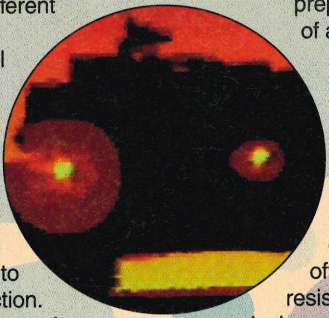
Enough of the trivial politics, it's time to enrol on a mercenary mission to save the allies from an embarrassing defeat and win yourself a medal of honour. So don your camouflaged pyjamas and prepare yourself for a Desert Storm.

An atmospheric introduction sets the scene for the imminent battle ahead. The shimmering boom released from a detailed M1A1 is a definite warning to digout those old, worn earplugs. I can almost smell the raging warfare. But will the enthusiasm last?

A talkative Storming Norman look-a-like then appears on-screen. Unfortunately, this gallant hero has little to say of any particular use and offers no assistance. The more important mission brief, of which there are ten, is subsequently displayed. Missions one and three both start with a visually impressive, but pretty useless, Enemy Spec screen.

Finally, you enter the battle screen. The well-detailed interior of your M1A1 appears before you. The first mission involves a routine seek and destroy task south of Kuwait City. Switch to the map and three blue tank symbols become your target. Fortunately, the locations of these, and every other target, are random, so each time you play, they will be in different position.

Mastering control over your tank shouldn't be too difficult. It certainly moves at a pretty fast rate, which makes the game far more appealing to anyone just itching to get in on the action. Fortunately, the option of a slower trundle around the foreign landscape, which scrolls well, is available in order for you to prepare your next means of attack.



Firing away at the visible on-coming offensive is all very realistic and simulated well. The gunships are particularly impressive and the opposing tanks, which offer a fair amount of resistance, are well designed. The Scud missile launchers, although well drawn, seem to be an unwarranted addition to the game



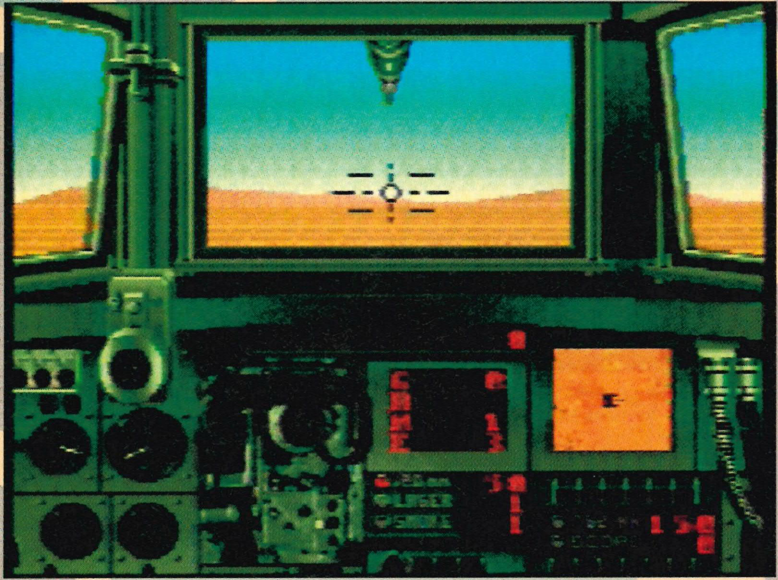
The Scud missile was shot down by the American Patriot missile during the Gulf War conflict.



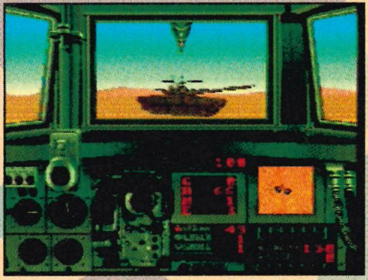




TTLETANK
HE GULF



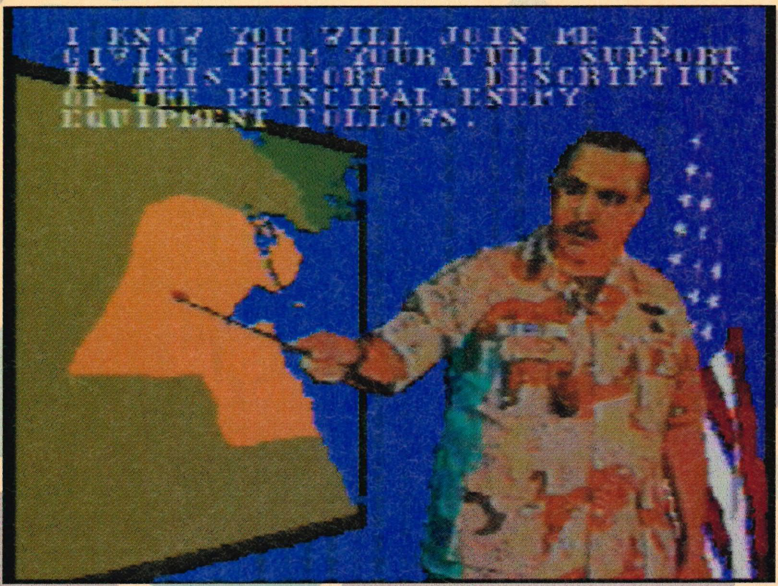
The first view to appear before your eyes is a pleasant daylight landscape. Study your informative weapon select icons so you don't make a mistake when targetting your preliminary objectives. Anyway, which way to Baghdad?



Enemy tanks relentlessly appear on your doorstep and you'll need awfully bad eyesight to miss!



As the introductory screens vanish, so another one appears. Select your options and begin another mission.



Your very own "Storming Norman" offers a word of support before sending you into a mercenary battle. Does he really expect you to be happy about the whole crisis, or is he being paid too much by the BBC in royalties to care?

as they do very little except stand around waiting to be destroyed.

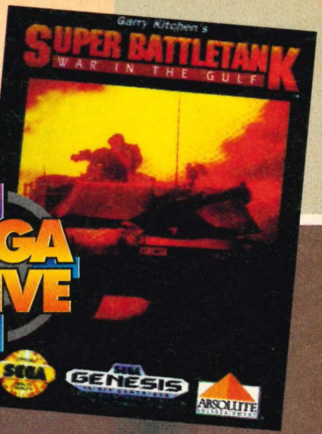
The main fault with *Super Battletank* is that although the scenarios are well executed and the missions are realistically thought out, there is a lack of decisiveness. There is an arcade/simulation feel about it, but neither are particularly appealing to one or the other type of player. A stronger definition would certainly have improved the overall game.

Unfortunately, a password system is non-existent and repetitiveness can take a firm grip after failing to complete a particular mission, but three chances to continue should offer considerable comfort to the more experienced player. This gives the game decent longevity and those who generally enjoy war simulators won't be disappointed.

Later missions offer the extra challenge of a final conflict. These are classed as Heavily Fortified Strongholds and strong resistance is to be expected. Complete all ten missions and the final battle will offer little challenge to the expert, but again, the omission of any password system means you're not going to get there without completing the whole game in one go. Not such a bad idea, really.

Super Battletank can be described as a well-executed simulation for only those of you who like their games with a warfare atmosphere. One big problem is that it's a tank simulator and, sadly, tanks don't make for very exciting simulations. Not here anyway.

● Jason "Sonic Boom" Johnson



MEGA DRIVE

SUPER BATTLETANK

ABSOLUTE ● £44.99 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 1
STAGES.............10
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT

Video Games of America ✆ (0403) 752156

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 68%

▲ Video sequences offer an impressive addition.
▼ Generally plain and bland scenarios don't help.

SOUND 64%

▲ Impressive introduction and a realistic sonic boom.
▼ Repetitive sound effect for the tank's movement will wear thin after a few missions.

GAMEPLAY 48%

▼ The limited number of controls offers little variation.
▼ The weapon select method fails to help in panic situations.

CHALLENGE 50%

▲ Only recommended for newcomers to game playing.
▼ Early missions offer too little challenge and even the later levels are methodical.

PROSCORE 44%

Super Battletank fails to live up to expectations and many will, no doubt, be disappointed.

The hostilities in Iraq/Kuwait started on 17 January 1991.

MEGA DRIVE

The beat-'em-up is hot news at the moment with *Streetfighter 2* at the forefront of the scene. However, does this necessarily mean that all similar games will pale in comparison? New games such as this will have a very tough time in the review world, especially when the game in question is released in the same month as Sega's 16Mbit stunner, *SOR 2*.

***Deadly Moves* is a *Streetfighter 2* clone featuring head-to-head combat, with the participants travelling from the far corners of the earth to take part in the action. However, each fighter only has one special move and other moves are limited. There's no room for wimps and, anyway, who would argue with the likes of Vangad Rovnoski et al?**





PROTIP Follow up a special move by kicking and punching your opponent. That way twice as much damage is incurred.



Although the *Deadly Moves* literature may say that it recreates the fury and explosiveness of international boxing, the game is a poor copy of *Streetfighter 2* on the SNES. It then attempts to disguise it by calling it a martial arts/boxing adventure game. Accessing the options screen only proves the point even more. It is possible to fight any of the competitors in any order, but looking at your energy levels will convince you that it would be quite foolish to go straight for the toughest fighter. Pick a fighter that is commensurate with your own fighter's abilities and then psyche yourself up!

After a fight begins, reflexes need to be at their sharpest because the only way to win is by being fast! Standing around or retreating only opens up advantages for the opposition. Each fighter has a special move and as Joe, your special move is a combined flying kick and punch, which tends to knock most opponents over very easily.

In fact, defeating most of the fighters is a synch – it's just a matter of observing their special moves and looking for their weak points. Even the toughest fighter is quite an easy challenge, as every time a victory is gained, Joe wins power points (the amount given depends on how quickly opponents are floored).

As ever, using the two-player option is the real attraction of beat-'em-ups, and this is no exception! Battling it out against a friend is brilliant fun, but it's a shame that there aren't more special moves and more fighters.

Although Deadly Moves is fun for a while, interest wanes as action is limited.

● Sam "Sidekick" Hickman



Although Baraki may look one of the meanest opponents, he's actually quite a softy!



Gao Luon has an unfair advantage – weapons as well as a special move! Steer clear until you've enough energy.



Over here son, on me 'ead! Joe demonstrates a few moves, just before he bites the dust!



Defeating Warren is absolutely easy-peasy! What kind of a name is Warren for a streetfighter anyway?



Streetfighter 2 will soon be out on the Mega Drive.



DEADLY MOVES

KANEKO ● £47.95 ● IMPORT

CART SIZE.....4Mbit
PLAYERS 2
STAGES.............10
SKILL LEVELS 1
FEATURES ...password
CONTACT
Game Zone ✆ (0908) 226696

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 75%
▲ Sprites are large and well animated. Backdrops are detailed and bright.
▼ Although detail may be good, there's nothing that stands out as being innovative.

SOUND 80%
▲ The background and intro tunes are very quite funky and easy on the ear.
▼ Shame they don't change that often as they become irritating very quickly.

GAMEPLAY 73%
▲ Provides brilliant fun in two-player mode as challenge is always good.
▼ More special moves could have lifted interest and prolonged lifespan.

CHALLENGE 50%
▲ Only suitable for those who are new to beat-'em-ups. Others will find it shallow.
▼ There's a distinct lack of levels as the game has a low difficulty setting and is far too easy.

PROSCORE
71%
Brilliant at first, but soon becomes uninteresting. This is definitely only for die-hard loons.

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Oh no! With the enemy right on your tail, it's hard to get out of a situation like this! Time to get the afterburner out!



A panoramic view of the enemy airfield. `Unfortunately the view stays the same throughout, and as it's so plain, it doesn't do much for gameplay!



Using afterburner ensures a quick getaway from the opposition, although even this won't get you away from the tough baddies!

MEGA-CD

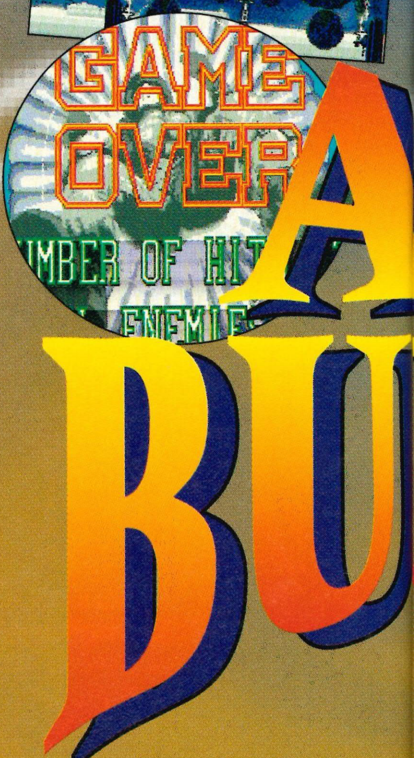
***Afterburner III* teases you to step into the F-14 Tomcat cockpit and fulfil those childhood dreams of fighter planes and pilots! *Afterburner II* kept many a gamester up through the early hours and this sequel is set to be just as addictive.**

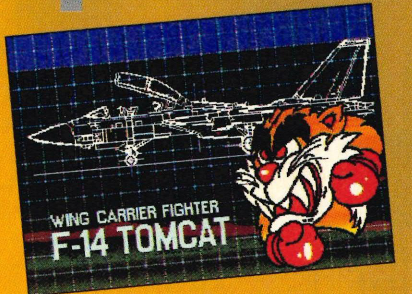
Brought to you by CRS, a relative newcomer to the Mega-CD world, this has been re-programmed and re-styled to make it a highly classy and exhilarating experience! You are the pilot of an F-14 Tomcat and your mission is – guess what – destroy everything in sight! Yes, this is another game with no morals whatsoever. So, if you're of the faint-hearted type, then stay away – this is not for you!

For the rest of the population, *Afterburner III* holds loads of promise and enough action for even the most seasoned war-junkie!









The disappointing aspect of Mega-CD games is that while most profess to be the best thing since sliced bread, few actually match up to the hype that surrounds them. Unfortunately, this seems to be the case with this release. While it has all the ingredients necessary for a spectacular game, it doesn't seem to come together. This isn't apparent during the title shots and options screens – those are brilliant! Okay, the graphics are very mediocre and they don't use the potential of the Mega-CD, but the general atmosphere is helped immensely by the absolutely stunning soundtrack!

There is also a huge amount of options to choose from; three difficulty levels, more than ten different speech fx for the pilot to shout and a choice of locking mechanisms and missiles for your plane. As the options screen fades, things seem to go progressively downhill. The CD takes ages to load which is something that definitely tests patience levels.

When the game finally decides to load, the challenge begins! The world is viewed simulation-style, from behind the cockpit. There seem to be many dials and buttons, although few of them work, which just shows how shallow gameplay is. This is apparent throughout, as although the principle of the game is fine, after about twenty levels of exactly the same gameplay, it's very easy to become bored!

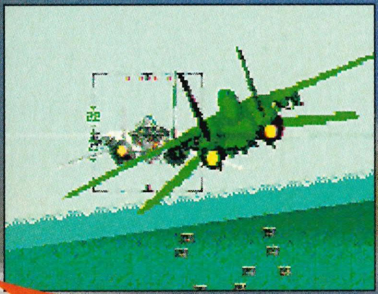
The controls are limited, but the ones that exist are very responsive. You can either go fast, slow or blast the other fighters. There is no choice of weapons, no information regarding altitude and very little warning of danger. Missiles seem to fly out of nowhere and dodging an oncoming missile at short range is near impossible!

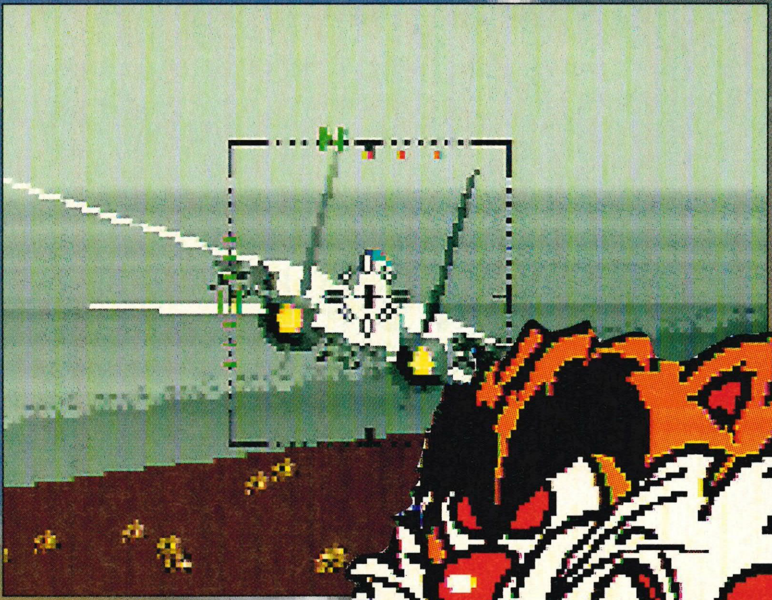
If there is one thing that should be praised, it is the soundtracks. The quality matches up to anything that

Tom Cruise rose to world recognition after he flew an F-14 Tomcat in the movie Top Gun



Getting close to the ground makes it easier to take out enemy control centres. Don't go too close, though!







you would listen to on a normal CD. This is backed up by some excellent sound fx and speech samples, bothj of which add to the action tremendously. Unfortunately, most of the tunes are completely unsuited to this genre of game and although there are techno samples and pumping bass, most of the tunes are more suited to a Sunday afternoon drive than a flying sim!

If anything could make up for the poor gameplay and unsuited sound, it would have to be the graphics. Unfortunately they don't! The graphics follow the same simulation-style as similar games in this category (*F-22*), which is fine as far as it goes, but a Mega-CD release should definitely have added features and a lot



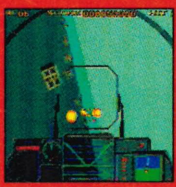
more polish.

Although the graphics may be just too average, the animation and speed are brilliant. A real feeling of speed is created and all sequences are very smooth – a feature that is often missing in flying sims.

If you like mindless shoot-'em-ups then this could be the one for you. However, if you like a bit more depth to games then stay away. This will wear thin very quickly.

● **Sam "Top Gun" Hickman**

PROTIP



Try and use a joystick with an auto fire setting, as constantly firing can wear away your thumbs very rapidly!



The enemy fighters are too fast to escape from and once within reaching distance, it's very hard to out manoeuvre them.



AFTERBURNER III

CRS ● £59.99 ● IMPORT

CD ACCESS ......slow
PLAYERS 1
STAGES...........40+
SKILL LEVELS 3
FEATURES ....none
CONTACT
Krazy Konsoles ✆ (0422) 342901

AVAILABLE IN JAPAN

ACTION
STRATEGY

GRAPHICS 50%
▲ Animation and intro scenes are very smooth and move quickly.
▼ There is very little detail in the backgrounds and little thought has been spent.

SOUND 90%
▲ The background soundtracks are very mellow and of high quality.
▲ Speech and other sound fx are also brilliant, lifting the game slightly.

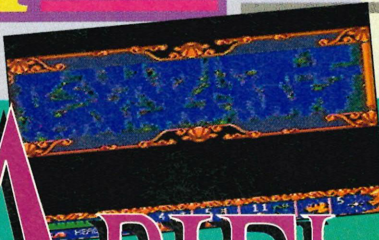
GAMEPLAY 55%
▲ Avid fans of flight blasters will like this as it has all the right ingredients.
▼ But it's far too repetitive, resulting in a quick loss of interest.

CHALLENGE 70%
▲ The first levels act as a trainer for later stages, but are far too easy.
▼ Later levels become very difficult and frustrating.

PROSCORE 55%

Very average game that is wasted on the Mega-CD and loading is much worse than that of a cart game.

Learning to fly can take as little as 40 hours air time!









ARIEL
Disney's The Little Mermaid

In line with her evil plan to rule the undersea kingdom, Ursula, the evil sea witch is turning legions of Merpeople into sad little Polyps. Even worse, she bewitches peaceful sea creatures to guard her magical doings while she kidnaps a member of the royal family. All seems horribly lost to the last few surviving Merpeople until Ariel, a young mermaid, and her father, Triton, come to the rescue of their people...

You can play either Ariel or Triton in this cut-down kiddie's version of *Ecco*. Ariel uses her beautiful voice to break the spells that imprison the Merpeople and other undersea creatures while Triton hurls fireballs and lightning bolts to free his people. You must guide your chosen character around the giant undersea levels and release all the trapped Merpeople while avoiding Ursula's bewitched guardians. You'll eventually confront Ursula in a final bid to free your kingdom and the other character.



You can befriend some special types of fish that can help you on your quest. The Digger Fish will help you to uncover buried treasure, the Flounder pushes rocks and blockages out of your way and Sebastian acts like a guardian angel, keeping you safe from harm for a short while.

There are all sorts of creatures waiting to stop you such as crabs, urchins, clams and even the odd shark will try and put an end to your plans. Each time they hit you, you lose a bit of energy. This can be topped-up by finding the hearts that are dotted around the levels.

Graphics are big, bold and colourful while animation is smooth and the scrolling even smoother still. Sound-wise, the music is very jolly and certainly sounds like a Disney-style tune! The sound effects are okay, but there aren't that many of them.



This is a cut down and adapted version of *Ecco* for children. Although there are only four levels, there's still quite a lot of game there and should keep the youngsters happy for quite a while.

● Dino "Neptune" Boni

MEGA DRIVE

ARIEL

SEGA ● £34.99 ● OUT NOW

GRAPHICS	74%
SOUND	78%
GAMEPLAY	76%
CHALLENGE	79%

PROSCORE 79%

A great discovery game that will keep the kids quiet for quite a long time to come.

TAILSPIN





Baloo and Kit run a small cargo and ferrying operation with only one plane. One day they spot a competition to collect cargo from nine exotic locations around the world, but it's against the clock and other contestants. The prize: a lucrative contract that will keep "Higher for Hire" in good financial straits for a long time to come. There's only one problem, though. To beat their rival Shere Khan, they must finish the run in just seven days!

Talespin can be played in either one or two player mode. Players can take control of one of the characters and play together as they help each other overcome the problems and puzzles that will confront them every step of the way.

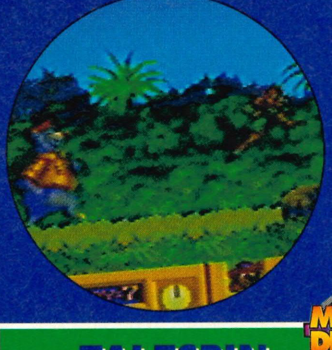
There are two sections to *Tailspin*; the platform section on the ground, where you search for the next lot of cargo to pick up, and the airborne section where you fly between pick-ups. On the ground, all manners of wild and not-so-wild creatures attempt to stop you in your tracks. Baloo belly-butts anything that gets in his way while Kit fires his catapult like a machine gun!

In the air, Baloo flies a big yellow boat-plane called the Sea Duck. It's armed with a grease gun that clogs up the enemies' propellers and makes them drop out of the sky like bricks. Kit flies a small Airfoil and has his catapult for comfort. Using their novel forms of transport, you must see Baloo and Kit safely to places such as Italy, San Francisco, Egypt and India.

The graphics are a bit on the small side for a platform game and the game might have been greatly improved if the sprites were larger and the backgrounds made a little more interesting. There is very average sound. Cute tunes, but dull sound effects do nothing to boost the atmosphere of the game.

This is an average game that contains little new in the way of gameplay, but at least there's a two player option and that must amount for something in this world of one-player games.

● Dino "High as a Kite!" Boni





MEGA DRIVE

TALESPIN

SEGA ● £34.99 ● OUT NOW

GRAPHICS	72%
SOUND	68%
GAMEPLAY	70%
CHALLENGE	76%

PROSCORE 71%

With lots of colourful scenes and a two-player mode, this is one for fans of the cartoon and platform fanatics.

pro PICK

Listed below are our recommended games of the past months. They are in no order of greatness, just what we believe every SegaPro reader worth their salt should have seen. (if you haven't seen the actual game, this page will help you bluff your way through those in-depth gaming discussions .)

ROADBLASTERS FX

Producer:Wolfteam
ProReviewed: SegaPro #17
ProScore: 81%

MEGA CD



Conversion of an old Data East Laser disc game which shows off the Mega CD's power. Full motion, 1/4 screen video depicts a revenge battle between one man and the road gang that killed his wife. Most excellent.

The Pros said: "The Wolfteam lead the way in Mega-CD development. Most excellent!"

TIME GAL

Producer: Wolfteam
ProReviewed: SegaPro #16
ProScore: 86%

MEGA CD



Follow this funky gal through the depths of time, helping her defeat evil and restore general law and order! Travelling from 650,000,000 BC right through to 4001 AD, this is brilliant fun!

The Pros said: " If you've got a Mega-CD, then this is easily one of the best games available for it!'

LEMMINGS

Producer: Sega
ProReviewed: SegaPro #16
ProScore: 83%

GAME GEAR



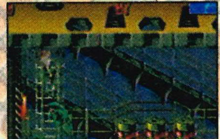
The lemmings are on the move, yet again, but this time it's on the Game Gear! Exactly the same as the MS version, the characters are very clear and the game offers 100% enjoyment! Also includes gear-to-gear link up.

The Pros said:" Believe me, time flies by when you play this!"

ALIEN 3

Producer: Acclaim
ProReviewed: SegaPro #16
ProScore: 92%

GAME GEAR



Fortunately Alien 3 was well worth waiting for, living up to all the previous versions. This comprises six levels of adventure and is hot on challenge, which also makes it excellent value for money!

The Pros said " Alien 3 is a blast from start to finish! "

LEMMINGS

Producer: Sega
ProReviewed: SegaPro #16
ProScore: 89%

MASTER SYSTEM



The little green ones have finally broken through to the MS and about time too! Help the helpless through 120 stages of madness and then they may be able to help themselves! Brilliant fun and great value for money!

The Pros said: " The greatest thing since the cabbage patch kids (?)"

SONIC THE HEDGEHOG 2

Producer: Sega
ProReviewed: SegaPro #15
ProScore: 93%

MASTER SYSTEM



This is THE game of the year! Sonic fever is everywhere and it would be almost impossible to miss it. Well, you'd certainly be a fool to do so anyway! This is brilliant – you can't fail to have fun and the riveting gameplay will please mostly everyone!

The Pros said: " Will continue to entertain and amaze us for a good while yet!"

STREETS OF RAGE 2

Producer: Sega
ProReviewed: SegaPro #16
ProScore: 96%

MEGA DRIVE



Well, what can we say. Blaze and Axel join up with Max and Skate for an extravaganza of beat-'em-up glory! Help them clean up the streets and defeat the masters of crime and corruption in one of the most impressive games ever!

The Pros said: " Forget Sonic 2, this is the best. Start saving your pennies now!"

ECCO THE DOLPHIN

Producer: Sega
ProReviewed: SegaPro #16
ProScore: 94%

MEGA DRIVE



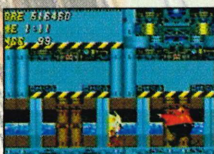
Re-live the days of Flipper by playing this highly original and brilliant game. Ecco the dolphin has been separated from his pod by a strange vortex which tore most of the aquatic life from the sea. Help Ecco rescue his friends and at the same time, save the world!

The Pros said: "A compelling and addictive game. Another definite purchase!

SONIC THE HEDGEHOG 2

Producer: Sega
ProReviewed: SegaPro #15
ProScore: 94%

MEGA DRIVE



What a corker! This is the only version where Tails actually appears and it's a model of excellent gameplay and astounding graphics. SuperSonic is also found in this version and two-player mode ensures the riddance of Robotnik. For a short while anyway!

The Pros said: "When do we get to see Sonic 3, Sega?"

GLOBAL GLADIATORS

Producer: Virgin
ProReviewed: SegaPro #17
ProScore: 93%

MEGA DRIVE



Mick and Mack both have an insatiable craving for McDonalds and down at the local, they are mysteriously transported by Ronald McDonald into their favourite comic, Global Gladiators. Here they must clean up the environment and save the world.

The Pros said: " A definite purchase for those seeking a big challenge!"

WORLD OF ILLUSION

Producer: Sega
ProReviewed: SegaPro #16
ProScore: 91%

MEGA DRIVE



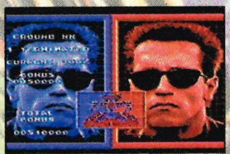
Perhaps the most cutesy episode on the MD yet! Mickey and Donald are trapped in a world entered through the back of a wardrobe! There's only one way out, and that involves adventuring through the world, and defeating the evil force keeping them there!

The Pros said: " A wonderful game that will enchant young and old Sega addicts alike."

T2: THE ARCADE GAME

Producer: Acclaim
ProReviewed: SegaPro #15
ProScore: 94%

MEGA DRIVE



He said "I'll be back" and he wasn't joking. This is the arcade version which is much improved on the original platformer. The story's the same, but there's a special option for the Menacer Light Gun which makes for spectacular gameplay! It's a must for all arcade-loving MD owners!

The Pros said:" Superb as a stand alone game which benefits superbly from the Menacer!"

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pro TIPS

CHEATS TRICKS CODES

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month will win the sender three carts – which means you could win yourself £150 worth of Sega goodies just for sharing your gaming secrets! Winners for each month will be contacted – don't call us, we'll call you! If you want to send us tips, you can either phone, fax or write to us.



ROAD RASH 2 76

Four pages of top tips on EA's biking bash is sure to keep the Hells' Angels at bay. It will also kill all known rashes dead! Unmissable!



PREDATOR 2 80

The Master System version was reviewed last month. This month, the Pros blast through the seven levels, showing you how to deal with the real nasties.



SONIC 2 84

Part one (of two) on how to attain fast times and where to find the special bonus opick-ups; including the Chaos Emeralds. Zones 1–4 totally tipped.

MEGA DRIVE

Alisia Dragoon 68
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Lotus Turbo Challenge 69
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MASTER SYSTEM

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MEGA CD

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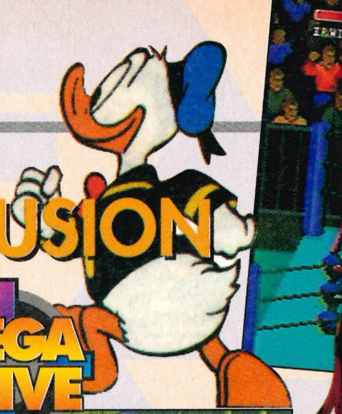
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WORLD OF ILLUSION

MEGA DRIVE

Brian Meenan of Tottenham is a real gem, and has sent us every single level code to that easy but cute World of Illusion. So if you're stuck (can't imagine it) then check out these codes and break into those levels!





Stage 1

Mickey	Q♥	K♥	Q♥	K ♠
Donald	K♥	Q♠	Q♥	K♣
Both	K♥	K♦	K♠	K♣

Stage 2

Mickey	K♣	Q♥	K♥	K♦
Donald	K♥	K♦	K♣	Q ♠
Both	K♣	K♥	Q´	K♣

Stage 3

Mickey	K♥	K♠	K♦	Q♠
Donald	K♣	K♥	Q♥	K♠
Both	K♦	Q♠	K♥	Q♥

Stage 4

Mickey	Q♥	K♦	K♠	K♣
Donald	Q♥	K♦	K♥	Q♥
Both	Q♠	Q♥	K♣	K ♠

Stage 5

Mickey	K♦	K♣	K♥	K ♠
Donald	K♠	K♥	K♣	K♦
Both	K♣	K♦	K♠	K♥

SONIC 2



Cheat 1

A useful cheat to gain all seven chaos emeralds came from David Stanfield (among many others). Collect 50 or more rings in any level and then proceed to the bonus stage. Find the chaos emerald and then press reset. Then go to the options screen and press start. This will give you access to the usual game and you will have retained the chaos emerald previously collected. You can then repeat the process until you have collected all seven emeralds!

Cheat 2

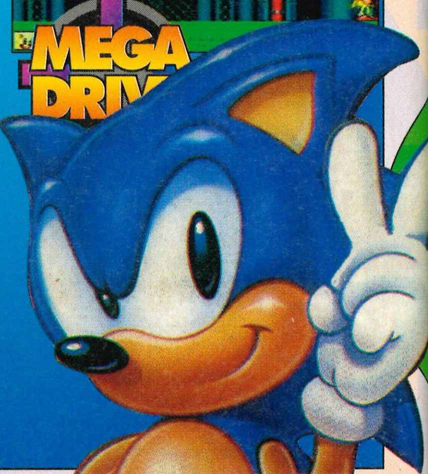
Natasha Murray of Tooting sent us some cheats which enable music to be changed. On the sound select, press 79 to fade the current tune, 7E to switch off the sound, and 7B to speed up all of the tunes. She also wants to point out that on the Wing Fortress Zone, you must leave at least a minute for the end of level sequence. If you don't do this, you run out of time and die, so take heed!

Cheat 3

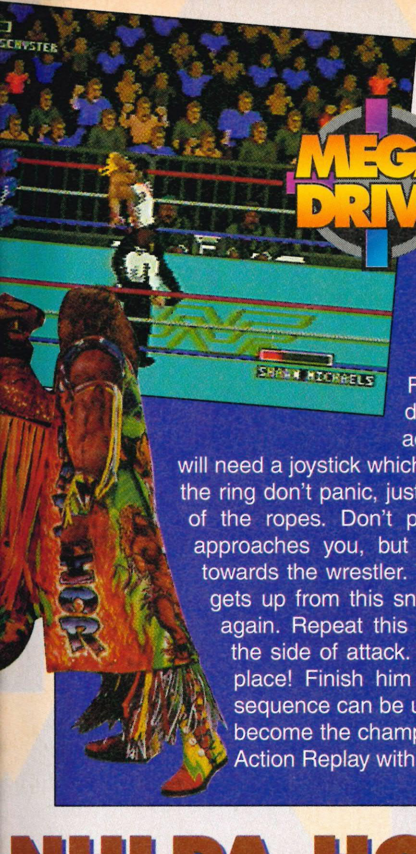
Yet another cheat came from Andrew Stockwell in Fife. In one-player mode, (Sonic and Tails) play through until the bonus stage. Then plug the other joypad in, and hey presto! Sonic/Tails appear! What's more interesting is that the plugged-in -player remains invincible for the rest of the game, allowing you to complete it! Not bad methinks!

That's your lot! More Sonic tips next month, including that all-important level select for the Mega Drive version that we've just had send it in and couldn't squeeze into this tiny little space.





MEGA DRIVE



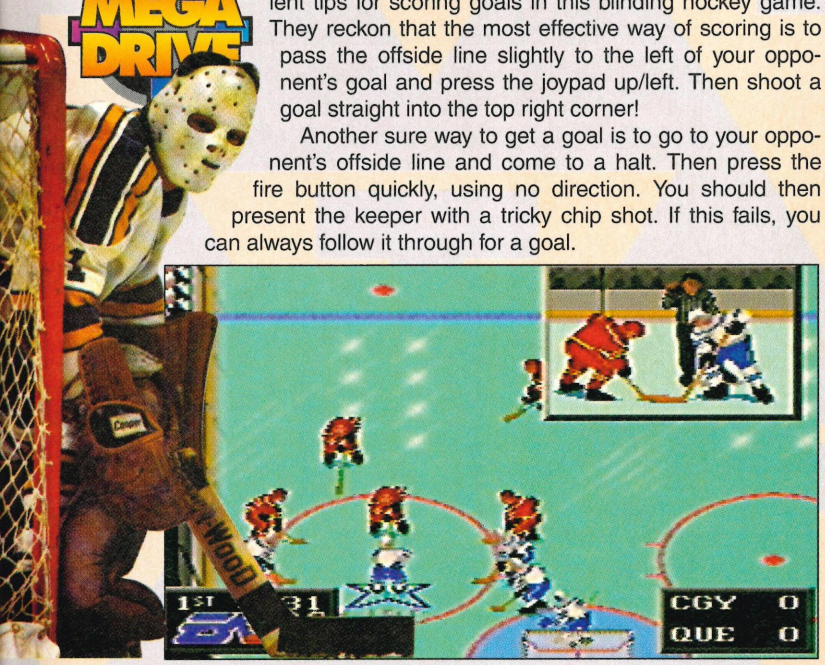
WORLD WRESTLING FEDERATION

Fichmond has some brilliant tips for defeating all of your opponents in this all action game. The only problem is that you will need a joystick which has a turbo setting. If you get caught in the ring don't panic, just move your wrestler towards the middle of the ropes. Don't press any buttons until your opponent approaches you, but once they do press B while pushing towards the wrestler. That should knock him down and as he gets up from this sneaky move, press C to knock him over again. Repeat this process two to three times, alternating the side of attack. Your opponent will soon be all over the place! Finish him off by pressing A and B rapidly. This sequence can be used for all matches and is a sure way to become the champion! A word of warning: don't to use the Action Replay with the game, as it freezes everything!

NHLPA HOCKEY 93

Kerry and Brian of Kilmarnock have sent in some excellent tips for scoring goals in this blinding hockey game. They reckon that the most effective way of scoring is to pass the offside line slightly to the left of your opponent's goal and press the joypad up/left. Then shoot a goal straight into the top right corner!

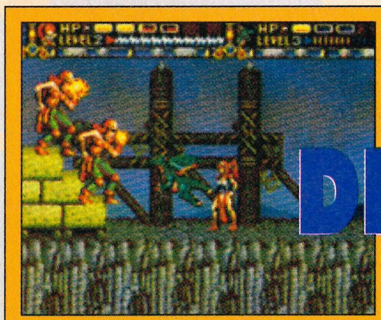
Another sure way to get a goal is to go to your opponent's offside line and come to a halt. Then press the fire button quickly, using no direction. You should then present the keeper with a tricky chip shot. If this fails, you can always follow it through for a goal.



EUROPEAN CLUB SOCCER



To get to the final, take this tip from Stephen Critchley of Wigan. Type in the password MB9EAA6ICA and you will immediately be transferred to the Liverpool v Juventus final.



ALISIA DRAGOON

After the word "Sega" disappears, hold down A until Game Arts disappears. Then hold down B until Gainax disappears. Hold down C until the music fades and when the stars which come out of the crystal appear, press start. If the cheat has worked you will hear a sound. Then, during the game, press C to skip levels and press B and UP to maximise your hit points. A massive pat on the back to Chris Flowers of Kent for that one.



Peter Buchanan discovered that if you type in MANSELL at the beginning of the game, you will be able to go straight through the game without stopping!

LOTUS TURBO CHALLENGE

DEVIL CRASH

MASTER SYSTEM



Although a lot of tips have been received for this, we haven't heard of this one before! To change ball speed, tilt mode and flipper configuration, press START when the title screen appears. Then press UP, DOWN, LEFT, RIGHT, A and START. You will be taken to a separate screen where you can change the ball's speed. Thanks to Mark Wood of Crawley for that!



MASTER SYSTEM

FANTASY ZONE

Jonathon downing of Cumbria tells us to get never-ending weapons, buy all of the engine parts in the shop. Also, when the title screens run, wiggle the d-pad up and down about 50 times. You'll then find that lives only cost £1000 when visiting the shop. Nice one Jonathon!

GAME GENIE CODES

SONIC THE HEDGEHOG 2

ALTA-CA8N
Sonic becomes invisible and invincible after getting hit. (To disable, switch the Game Genie off then on again.)
ALTA-CA9J
Once invincible, stays invincible to end of level.
ATTT-CA4W
Sonic doesn't lose rings when hit.
ATTT-CA5G
Tails doesn't lose rings when hit.
JW3A-CA4J
Infinite lives (player 1)
JXGA-CA7G
Infinite lives (player 2)
SAST-DA1A
Each ring worth 8 (player 1)
SATA-DAVW
Each ring worth 8 (player 2)
KN8A-AAD2
Start with 75 lives (player 1)
KN8A-AAD8
Start with 75 lives (player 2)
NN8A-AAD2
Start with 99 lives (player 1)
NN8A-AAD8
Start with 99 lives (player 2)

OLYMPIC GOLD

JBJA-AEBW
Players are more powerful
BKSA-AA3T
Player never tires in swimming event.

TAZ-MANIA

AJXA GA22
Never lose health
RF4A-E6YW
Each food worth full health.

WONDERBOY III

MASTER SYSTEM

Dion Sampson has sent us some tips for that oldie-but-a-goodie Wonderboy III. To get infinite hearts you should type in WEST ONE OOOO OOO, and Wonderboy will appear in the village. Now enter through the door under the shop, and destroy the block. A question mark will appear, and after getting it, jump through the door which appears. After this, an orange disk will appear, keep jumping on it until you change into Hawkman. Exit the room, and then select CRYSTAL, SWORD, HEAVENLY SHIELD and HADES ARMOUR in that order, and you will now have infinite hearts.



WIMBLEDON

MASTER SYSTEM

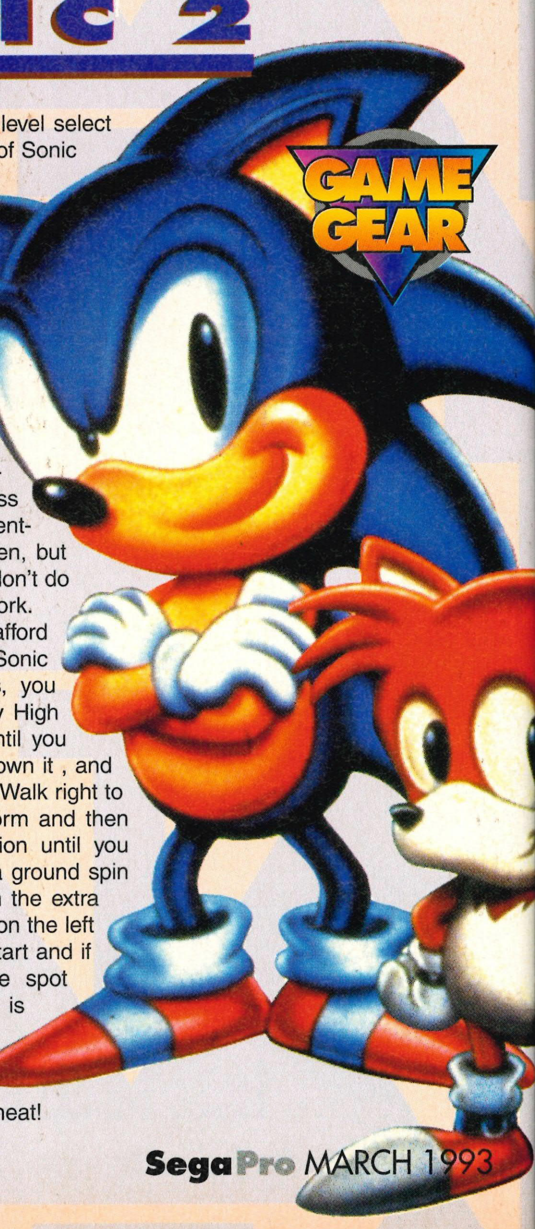
On the password screen in "tour mode" enter IJJ WUT RQM, and you will begin in Australia, having already won the American and Australian cup. You will also be able to put speed, power and skill up to the maximum of 20, and still have 27 points left over. Many thanks to Matthew James of Longbridge for that little gem!

SONIC 2

GAME GEAR

We still haven't heard of a level select for the Mega Drive version of Sonic 2, but thanks to Allan Smith of Dumfriesshire, we have got one for the Game Gear! When you switch on, hold in buttons 1, 2 and START, while pressing the D-pad LEFT to RIGHT very quickly. Continue to do this right into the title screen until you hear a "jingle" sound. When you press START, you should be presented with a level select screen, but Allan points out that if you don't do this quick enough it won't work.

Robert Chattoe of Stafford has also found a cheat for Sonic 2. To run up infinite lives, you must be able to get to Sky High Zone Act 2. Walk right until you come across a hole. Fall down it , and you will land on a platform. Walk right to the very edge of the platform and then run in the opposite direction until you pass the spring. Then do a ground spin attack and you will land on the extra life. Jumping on the spring on the left will bring you back to the start and if you keep returning to the spot you'll find the extra life is always there. Robert managed to do this at least 68 times, so it's effectively an infinite lives cheat!



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BART v THE SPACE MUTANTS
FF01B 70002
Infinite energy
FF014 50010
Infinite money

GREENDOG
FF17D D0004
Infinite lives

JAMES BOND: THE DUEL
FF1B0 D0008
FFA37 B0007
FFA39 70007
Infinite lives
FF1B7 D0007
FF1B8 D0007
FFA37 B0007
FFA39 70007
Infinite energy

SHADOW OF THE BEAST 2
FF223 90080
Every time Action replay is enabled, energy is restored.

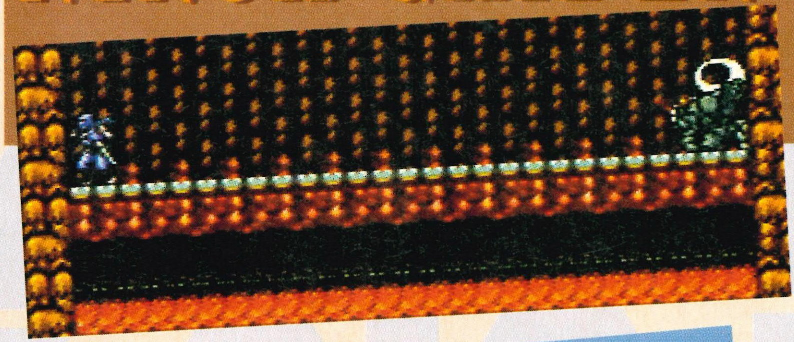
SONIC THE HEDGEHOG 2
FFFE1 20009
Infinite lives
FFFE2 10063
Gives you permanent 99 rings.
FFFE0 90001
Allows you to modify levels by using the A and C buttons. Switch the Action Replay on then off fairly quickly to use this cheat. Once you have changed the level press B.
FFFFD 00001
Enter this value, and to play. press start and A for a level select.

UNIVERSAL SOLDIER
FFOAD F000x
Gives you x lives each time the Action replay is enabled – ie FFOAD F0005 for five lives.
FF12D 90009
Unlimited smart bombs.

WHERE IN TIME IS CARMEN SANDIEGO?
FFD77 A001E
Unlimited time.

WORLD OF ILLUSION
FFFD5 30003
Mickey or Donald permanently has three tries
FFA03 80005
Mickey or Donald permanently has three energy cards

NINJA GAIDEN



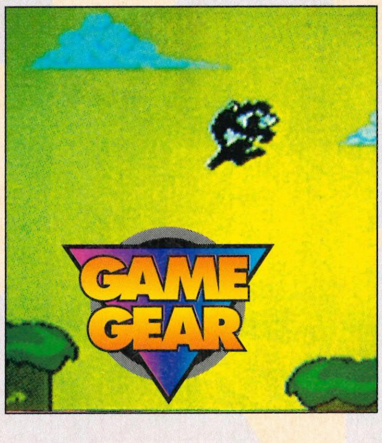
Peter Bolton also sent in some level codes for Ninja Gaiden on the Game Gear. Here we go!

LEVEL 2	NINJA
LEVEL 3	GIDEN
LEVEL 4	DRGON
LEVEL 5	SOWRD

GAME GEAR

TAZ-MANIA

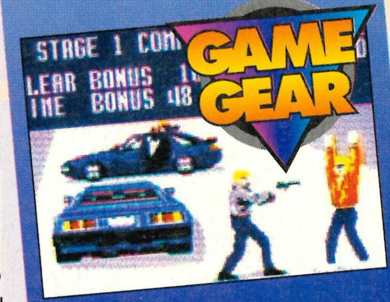
Tips for the Game Gear version of Taz have been rolling in, so here's a couple for all the Taz owners. To get past level one (surprisingly hard for the first level), whirlwind all the way through the level. Of course, you'll have to stop to pick up food so you have enough energy to spin, but this method is almost foolproof. Level six is also another tricky level. To get through this level, jump on the clouds in this order: Top, bottom, bottom, middle, bottom, top, middle. If you're low on energy, then keep pressing button 2 when you're near the end. This will take you up to a ledge where you won't need to jump at all! Both of these tips come from Antoine Ruette in Berkshire, and should prove useful to most Game Gear owners!



GAME GEAR

CHASE HQ

GAME GEAR

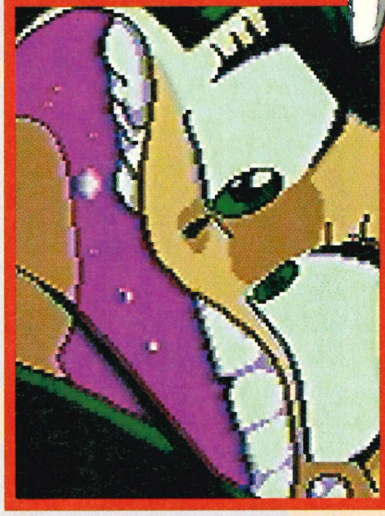


Peter Bolton of Darwen sent in this hot tip! In round two, bash into the oil barrel on the side of the track, and you'll get an extra credit!

TIME GAL



MEGA CD



Level codes for this splendiferous game have arrived from Edward Watkins of Weymouth. Now you should have no trouble completing it!

BC 70000000	Dodzilla
BC 3000	Stoneage
BC 1600	Elephant
BC 44	Osiriiya
AD 500	Hardwork
AD 666	Deathoul
AD 1588	Southern
AD 1991	Landmine
AD 1941	Worldwar
AD 2001	Reckless
AD 3001	Murderer

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pro TIPS HELP!

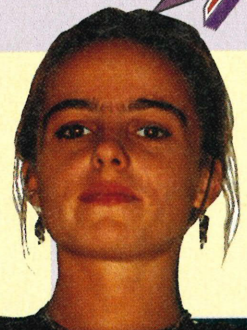


Time Gal is posing a few problems for me. Although it is relatively easy to follow the lights which indicate the directions, what do you do when they all start flashing at once? Every time this happens I completely lose concentration and die. Please help me, as this little detail is driving me mad!
Julie Farnham, Chester



When all four lights flash around the screen it means you have to make a decision. If you make the wrong decision you die! This might sound brutal, but it is possible to learn from your mistakes! Finding the right direction to take is basically a trial and error process, but if you're having that much trouble write down the mistakes as you make them and you'll eventually find the right answer. It's also useful to write down the right answer when you find it for future reference. If you become stranded, check out the Time Gal codes in ProTips, which will allow you to access many levels.





INDEX

Sam Hickman is the person to write to if you've got a problem with your game.It doesn't matter what your problem is, she can answer it – although just make sure it's about Sega games. Okay! Write to Sam with your problems at: SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF

Mega Drive
Quackshot
Shadow of the Beast 2
Terminator 2
Splatterhouse 2

Master System
Sonic the Hedgehog 2
Tom and Jerry

Game Gear
Taz Mania
Prince of Persia
Sonic the Hedgehog 2

Mega-CD
Time Gal

I am so frustrated! Please could you tell me how to get past the third level on mission 1 of Terminator 2. The aerial HKs are real killers,and protecting the truck from gunfire is impossible!
Rajan Sharma, Reading



Hundreds of people have written in with this problem and, unfortunately, there is no uniform method of getting past the level. Kill the HKs as soon as they come on the screen and watch their movement, as they come in the same sequence every time. Don't worry about the Terminators too much as they only take a little life from you. The only other thing to be said is PRACTICE! This is hard, so don't expect to complete it straight away.





I have been playing Taz-Mania on the Game Gear for some time now. Although I have searched just about everywhere, I still cannot find the sea-bird nest and egg in the Taztec Ruins. Could you please tell me whereabouts it is?
G Smith, Sussex



The long-lost egg isn't actually in the Taztec Ruins! After completing this level, there is another section called "The Bird's Nest". On this level, keep walking left until you come to the second mound. Jump onto it and jump left, right twice and left twice. Then jump up three times and right until you reach a mound with no earth around it. Spin-jump right and jump on to the egg! Thanks to Jonathon Nickson for his solution to Taz!

Having just bought Prince of Persia for my Game Gear. I am very keen to make good progress. I'm all right until I get to level three, but I can't get the end-of-level door to open.
Rikki Hoskin, Fife

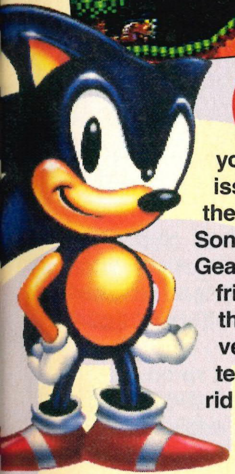


To get the level door to open, you have to press the switch on the level above the exit. Then run back through the passages, face the skeleton and head straight for the exit.

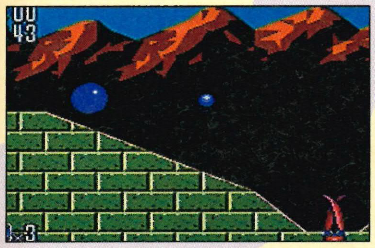




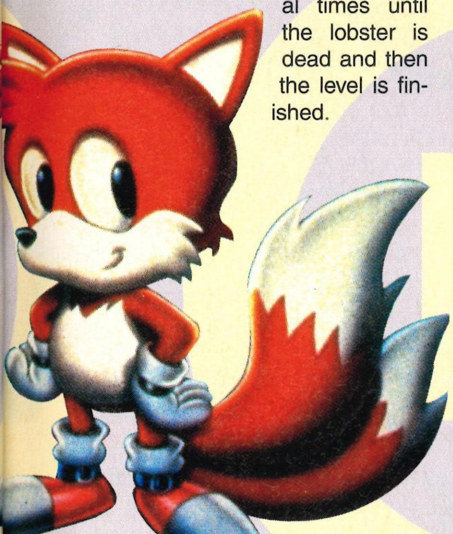




Q I am writing to you because in your Christmas issue, you said that the first few levels of Sonic 2 on Game Gear are easy! All my friends and I think the first Robotnik is very hard. Please tell me how to get rid of him!
Dom Clare, Ross-on Wye

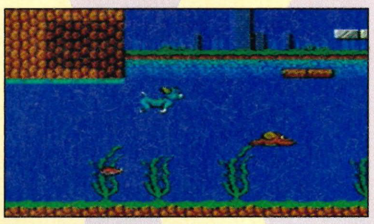


A The first level boss is easy – when you know how! To defeat Robotnik, dodge the first ball. When he throws the second one, jump backwards and left, in a kind of circling movement, dodging the ball as it comes down. Repeat this several times until the lobster is dead and then the level is finished.





Q I'm stuck on Tom and Jerry on the Master System. You say it's easy, but I'm finding it hard. On level 2, it's easy until you get to the part where Jerry jumps in the water and Tom follows him. All that happens is that Jerry jumps out of the water and I can't get Tom out in time to catch the slippery mouse. What do I do ?
Richard Denns, Birmingham



A The trick to this is to make Tom dive deep into the water. If you keep him near the top he will bump into rocks that are floating on the surface. After avoiding the rocks, jump Tom onto the ledge. Nine times out of ten he will be able to catch Jerry, but after getting past this bit it's easy to catch him anyway!



Q I recently bought Quackshot and although it's an old game, I was hoping that you will help me. I can get through most of the game without any troubles, but when it comes to killing the tiger, I am useless! I've tried everything to get rid of it, but nothing seems to work. Is there a special technique I should be using or is it just luck? Please help me as I can't play the game any further until I get past the tiger.
S Gomez, Brighton



A You'll need loads of popcorn to defeat this baddie. Make sure you're stocked up and as the tiger jumps from post to post, hit him on his stomach. Get in as many hits as you can as killing him takes ages and his attacks take quite a lot of life from you. Also, watch his moves and then dodge out of the way accordingly.

NOW IT'S YOUR TURN!

R Xavier of Northampton asks: "In Sonic the Hedgehog 2 (Master System), Gimmick Mountain Zone, where is the fifth crystal?"

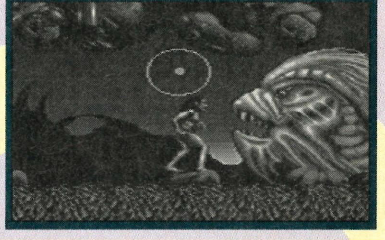


Think you know the answer? Well, what are you waiting for? Send in your solution, accompanied by any drawings etc that are necessary. If your solution is printed then you will receive a fabulous SEGAPRO T-SHIRT! (well worth it!)

Q I was given Shadow of the Beast 2 as a birthday present recently and I can't seem to get anywhere at all with it! Can you please help me with level 2 onwards, as I'm completely stuck. I would appreciate any tips or cheats you could give me, but I also need hints for actual gameplay. Thanks a lot!
Darren Higgins, Leeds

A Level two begins in the Karamoon Oasis. Jump across the acid pools and push the men into them, avoiding their mace. After killing the second mace man, you will be able to smash the chest open. It contains coins and a potion. Then go into the tavern, drink the flagon of ale and exit. Jump the rest of the acid pools until you reach a rope. Climb the rope and jump up the roots until you reach the top.

You'll then meet the pygmies. Stand close to the first pygmy, jump over the spear he throws and then kill him with the mace. Continue killing the pygmies in this manner and keep running right. Dodge all of the slime balls until you reach the suspended rope and use it to jump onto the floating rocks. Kill the slime monster and collect the axe that he drops. Then, climb the short rope and jump left then right, knocking down the barrier with your mace.



LEVEL GUIDE



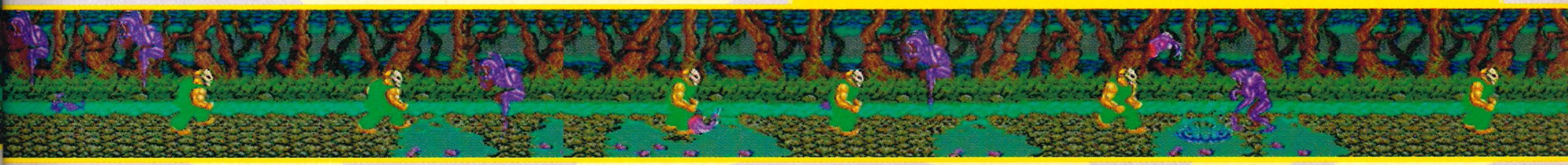




Please can you help me with Splatterhouse 2? I'm on the swamp level and the purple ghosts keep pushing me into the swamp. Is there a way of avoiding them or a way of killing them? Also, how do you kill the babies at the end of this level?
B Robinson, Staffs

HELP!

The swamp level can be very dangerous and it's important not to get cornered. Avoid the swamp pools as much as possible, so you can save your energy for the end-of-level-babies. To kill these, get the buzz-saw and cut each one twice to finish them off. Then kill the worm that appears and you're through to level four!



STATING-THE-OBVIOUS TIPS

★ Write down your passwords at the end of every race that you qualify in.

★ If you wipe out on a course or you get thrown in the slammer for doing 125mph past a copper, simply enter your last password and you can race the track again without losing any money.

★ Don't use the brake button except as an absolute last resort – such as when you're just about to plough through a forest on full nitros at 210 mph and there's a house ahead of you that looks the size of Manhattan. It's a lot easier to just take your finger off the accelerate button for a short time as this has the effect of slowing you down without losing too many revs and making you more manoeuvrable.





Trash your bike too many times and this is the guy you'll have to visit. He'll repair your bike for you, but there will be a hefty price tag for the parts and labour. If you don't have enough money to fix your bike then it's game over.



Great balls of fire! Having come off my bike a few times, I thought I was still in with a chance of getting a place. Not so! Just as I returned to my bike, it blew up in my face, showering the roadside and grass with shiny steel motorbike parts!

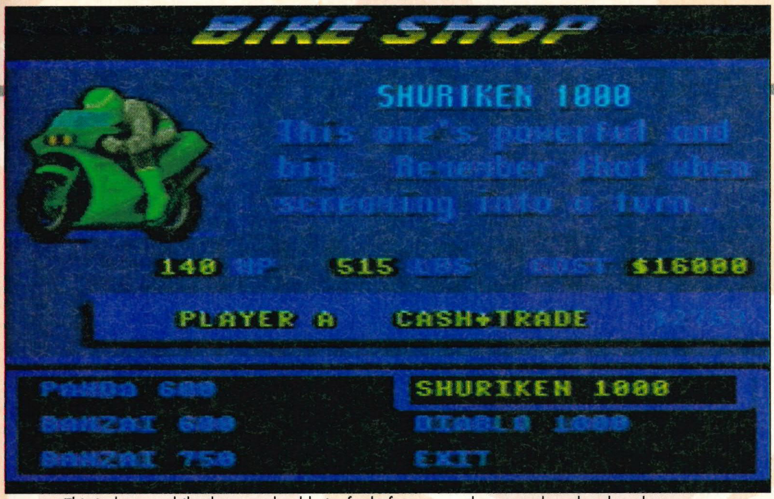
★ Bashing someone around the head with a chain or club may sound like great fun, but it's a waste of time and won't get you into first place. If you really must bounce someone off the tarmac then lean into your punch so the other guy doesn't boot you off your bike!

★ If you've been knocked off your bike and have just remounted, watch out for high-speed traffic coming at you from behind. Most riders will swerve to avoid you, but one or two of the sadistic sods (namely Public Enemy No 1) will deliberately ram you, knocking you off, yet again, before you've built up any speed.

★ Oddly enough, the best time to use nitros isn't always on a nice long straight. This is mainly because there's usually a bend sharper than Ben Elton's wit at the end of it. The best time to use nitros is if you're stuck behind a bunch of rashers who are fighting between themselves for position. Just swing to the side, tap the B button twice and watch them disappear into the distance before they know what's

ROA
RAS
II





This is the superbike that you should aim for before you gather enough cash to buy the Diablo 1000N. After that? Well, there's a secret bike called the Wild Thing 2000! How do you get it? Now that would be tellin'...

happened. Some courses are more suited to nitros than others. Arizona, for instance, has a lot of fairly straight sections which are ideal for the old Nº2 while, in Alaska, you could be undertaking involuntary Woody Woodpecker impressions if you mistime the nitro injection.

★ If you want to rake in the dosh instead of advancing levels, then don't forget that you can race a course that you've already qualified on as many times as you like. Only when you've qualified on all five courses will you progress to the next level. So, if you want to stick around on the third level until you've won enough cash to buy that Diablo 1000N then there's nothing to stop you.

★ Most of the objects on each track are fixed and won't change if you come back to a track later. The only thing that is random are the cars. These pop up when you least expect them and are normally accompanied by a cry of "Where did that come from?!". All the other immovable objects are always at the same place and it's pretty easy to memorise the milometer reading when you come across a tricky jump or a cow in the middle of the road!

★ Buying bikes is what lets most players down. Your average player will work their way slowly through the ranks until they can obtain a superbike. This takes absolute ages and is a complete and utter waste of time. Go for a superbike as soon as you can afford one and then aim to trade it in for a Diablo 1000N with equal haste. As mentioned before, hang around on the earlier levels to build up some cash.



Ever wanted to have the wind in your hair, bugs splattering on your visor and 20 other mad bikers trying to kick, punch or just simply ram you off the road?

The original *Road Rash* from EA gathered quite a large following and the sequel has attracted even more people to the pleasures of illegal motorbike racing. It now boasts new tracks and bikes, a whole new two-player battle, improved graphics and roaring sound effects.

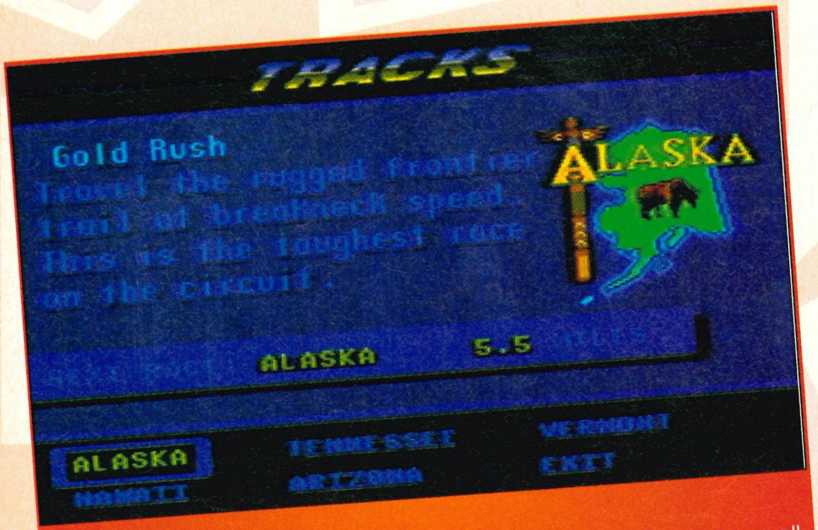
You race against loads of other bikes on normal roads in a variety of cities and towns across America. Win, and you'll be rewarded with prize money which can be used to buy a bigger and more powerful bike. The question is, can you go all the way to the end and become the ultimate Road Rash champion?



This is the main options screen. It allows you to select a track and start a race, set the game options or visit the bike shop. Visiting the bike shop is not recommended until you have accumulated a hefty wad of cash as window shopping can demoralise a Rasher's spirits! The displays on this screen indicate where the next race will be held, what level of the game you are on and how much money Player A has gathered. The more money you win by being placed third or higher in a race, the more money you'll have to buy a better bike. Don't waste time looking at the bikes if you can't afford them, though!



The secondary options screen allows you to select all of the other settings within the game. It also allows the inputting of passwords so that you can continue a previous game.



ALASKA

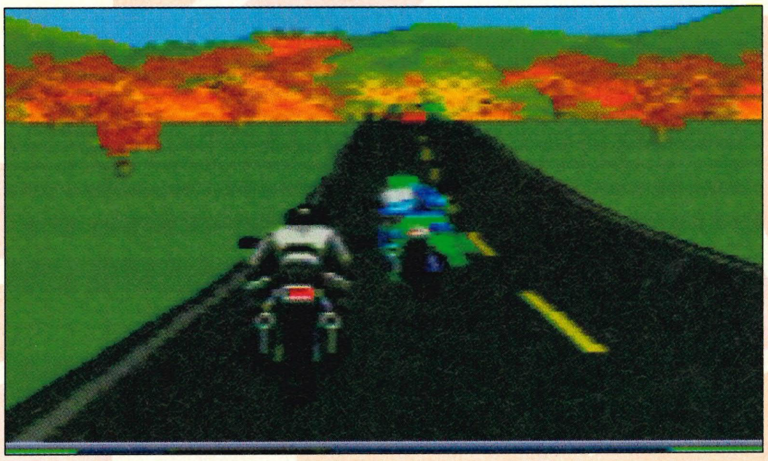
Clean air, pure water and trees. Lots of them, packed close together and placed to near the roadside for comfort. If you skid around on the grass on this level, then you can be sure that you're going to see a close-up of a tree very soon indeed.

If that isn't bad enough, then consider the wildlife that have all contracted a massive bout of claustrophobia and spend their time standing on the open road and taking in the sights that consist of a bunch of humans sitting on a 1/4 ton of metal and screaming towards them at 160 mph!

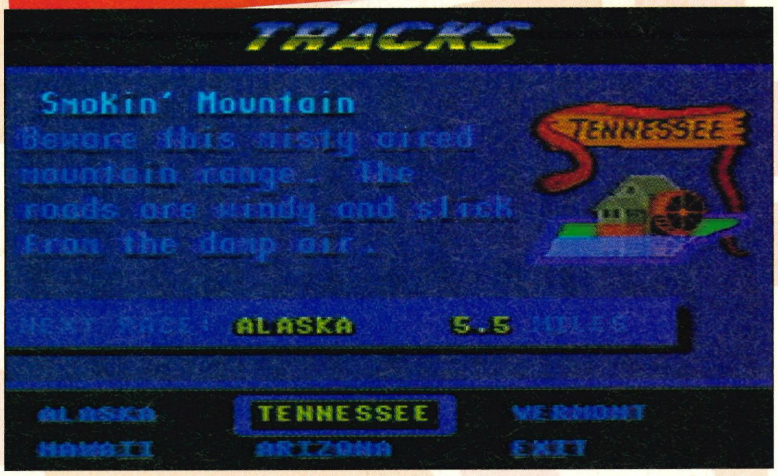


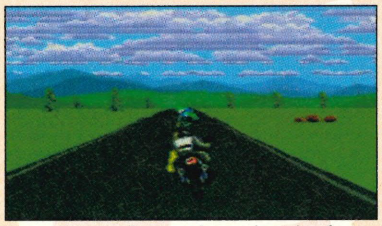
VERMONT

Probably the easiest of all of the levels. Vermont's main danger is the same as Tennessee; the shallow hills and corners obscure the road ahead very effectively and make head-on collisions very regular indeed. Sometimes your view of the road is blocked by your alter ego on the screen and that is caused by unsympathetic planning and design on EA's behalf. Suffer the agony, nag on and just hope for the best when you can't see a thing in front of you.

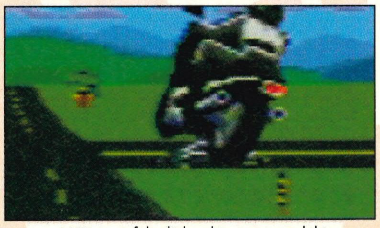


Don't become too complacent about the shallow hills and long straights in Vermont. The track may be easy, but there's such a thing as becoming too confident in your riding skills.





Long, rolling straights are the order of the day for the Tennessee track, but watch out for the corners at the end!



Hit one of the little white posts and this is what will happen to you; you'll be launched into orbit.

TENNESSEE

Although this might look like one of the easier courses with its fairly gentle curves and low, rolling hills, this track is subtly dangerous. Behind all of those undulating mounds and curves are blind corners and hills which hide the oncoming traffic to great effect.

There are a lot of roadside obstacles as well. The curb is lined with hundreds of little white posts (there must be a golf course nearby!) which aren't that dangerous to you or your bike, but are just damn annoying. If you hit one of these posts, you'll find that you are flung a couple of hundred yards up the road as your bike comes to a sudden stop. It's a long way back to your bike and after this has happened to you a few times, you're ready to retire from racing and raise chickens in Wales.



WILD THING!

If you think that the Diablo 1000N is fast, you should try this! It's called the Wild Thing 2000. It can clock up a meaty 210mph and accelerates like the Enterprise going into warp speed! If you want to try this sucker out then yo'll have to finish the game or type in this Action Replay PRO code: FFF503000F.

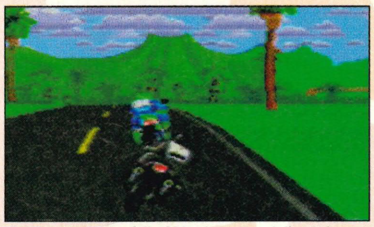




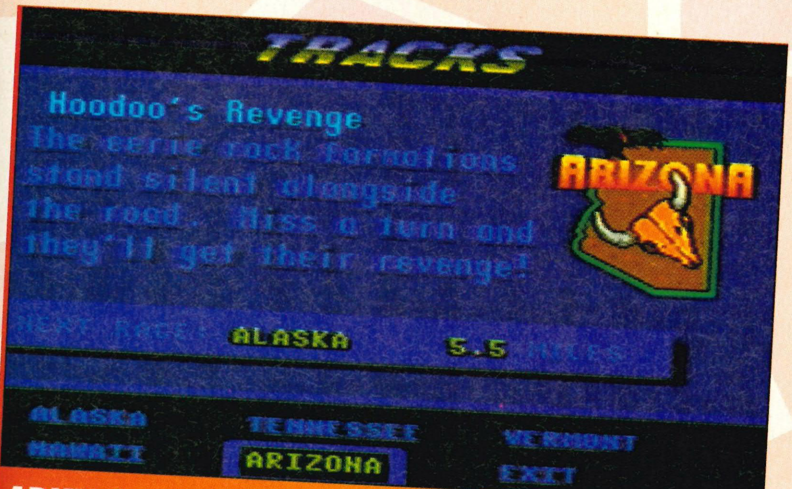
HAWAII

Ignore what the game tells you. This, and not Alaska, is the most difficult set of tracks in the game. Damp, extra-slippery grass verges, tight bends, loads of tourist traffic and hills that act like a launch catapult on an American aircraft carrier and shoot you into the scenery.

The palm trees may be a bit more slender than the 49th state's conifers, but they'll still stop you quicker than any ABS system ever invented.



Hawaii is full of blind corners, hills and very nasty palm trees. Hit one of these at 160mph and you'll feel the pain through the TV screen!



ARIZONA

Not too bad a course. Arizona is characterised by more of those infuriating little white road markers that have the power to send you into orbit. Then there's the sand. Lots of the stuff. It doesn't respectfully keep itself on the roadside, but spills all over the road making some corners a difficult proposition to take at any speed. There are a few long stretches of road that are just crying out for you to inject a little laughing gas into your bike's engine!





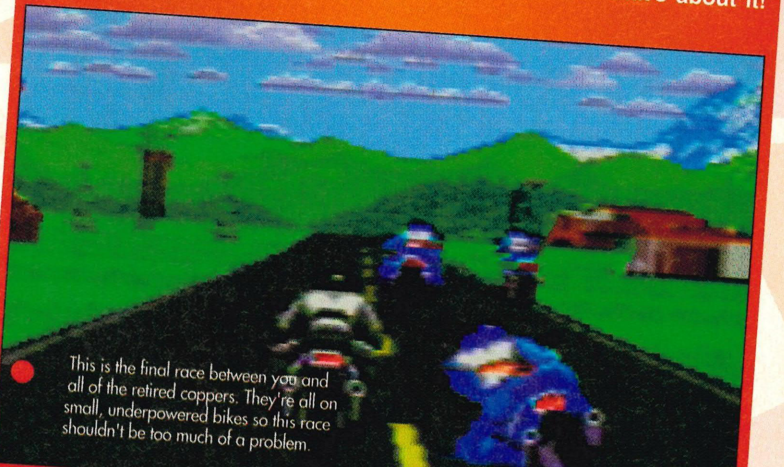
Watch out for the sand. Otherwise, this course is relatively simple as long as you keep to the middle of the track.

CODES GALORE!

Level 3 with $11,560 and a Panda 600	08H8 3L0P
Level 4 with $22,060 and a Banzai 750	0HJS KP0D
Level 5 with $27,160 and a Diablo 1000	0LIP 5T02
Level 5 with £32,160 and a Diablo 1000N	0OJ1 TJT1

Obviously, EA couldn't be bothered to program a proper end sequence to the game because once you've completed level five, you get a short animation of your rider being air-lifted to safety as the police close in. The game then goes back to the first level, except with a few changes.

The level number is now made up of a series of junk characters and the other Rashers have been replaced by police who have traded in their police bikes for something a little more sporty and resigned from the force to join you (if you can't beat them, join them!). This level is a doddle since you should have the Diablo 1000N by now and when you complete the race, the game crashes and that's about it! End of game!



This is the final race between you and all of the retired coppers. They're all on small, underpowered bikes so this race shouldn't be too much of a problem.



WHO'S THIS THEN?

This is the man that brought you this "realistic" motorbike racing game! Together with a talented team of programmers, artists and musicians they tried to make this game better than the first *Road Rash*. All of the *Road Rash II* team are motorbike fanatics, but I bet they wouldn't even think about driving down their local freeway at 160mph with a few friends Road Rash-style!





1 – ENTERING STREET
- NO PASSWORD

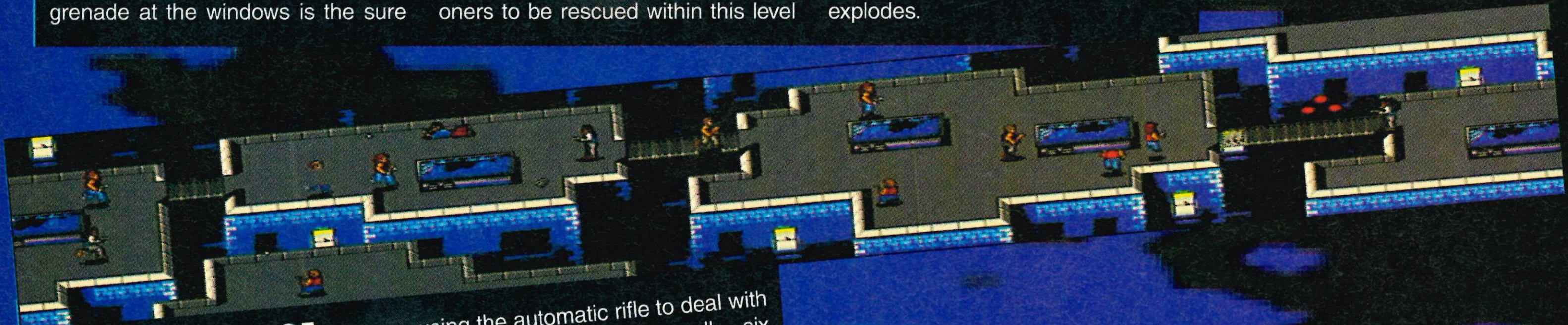
The first level offers little challenge, especially since there are numerous special bonus weapons to collect. Take care not to go wild when collecting the more powerful rifles, as the ammunition soon runs out. Single shots and accurate aiming will suffice.

The snipers need to be taken care of on-sight; throwing a well-placed grenade at the windows is the sure way. Watch out for the gunmen appearing from manholes. They can be killed easily, even if the lid is closed. As for the walking assailants, take care of them from a distance. Never walk into them as this will cause your energy levels to seriously diminish.

Continue walking to the right at all times, collecting any bonus items available and killing everything except the hostages. The five prisoners to be rescued within this level are located in various corners, but they're always easy to spot. Rescue them on sight!

LEVEL GUARDIAN

The secret of success here is to stand by the right-side wing of the car. Constantly fire your best weapon at the automobile, but switch back to the revolver when you're threatened by walking gunmen. Continue until the car explodes.



2 – ENTERING ROOF
- SPOCGURD

Level two is a rooftop battle with the biggest danger coming from skylight assailants. Kill them on sight. The hostages are easily visible along the way, but watch out for the red gun-sight. If it should appear on-screen, avoid it at all costs and rescue any hostage currently visible.

Continue moving right at all times killing anything that fires at you. The gunmen lying down can give your man a few problems, especially when crossing bridges. Try using the automatic rifle to deal with them swiftly. Rescue all six hostages and you'll enter the level guardian screen.

LEVEL GUARDIAN

Stand at the rear of the rooftop and avoid the incoming fireballs from the guardian. Watch out for the bullets fired from the manhole gunmen, though they offer little danger and are easily dodged. Constantly move left and right, firing straight ahead at all times until the flying fortress explodes. A few grenades randomly thrown at the middle will help kill it off in no time.

3 – ENTERING STREET
- ROTADERP

Watch out, watch out, there's a madman about! This level is totally full with walking gunners and they're all after you. Kill them on-sight and avoid their bullets, as usual. Snipers appear from the windows, however killing them is just a grenade throw away.

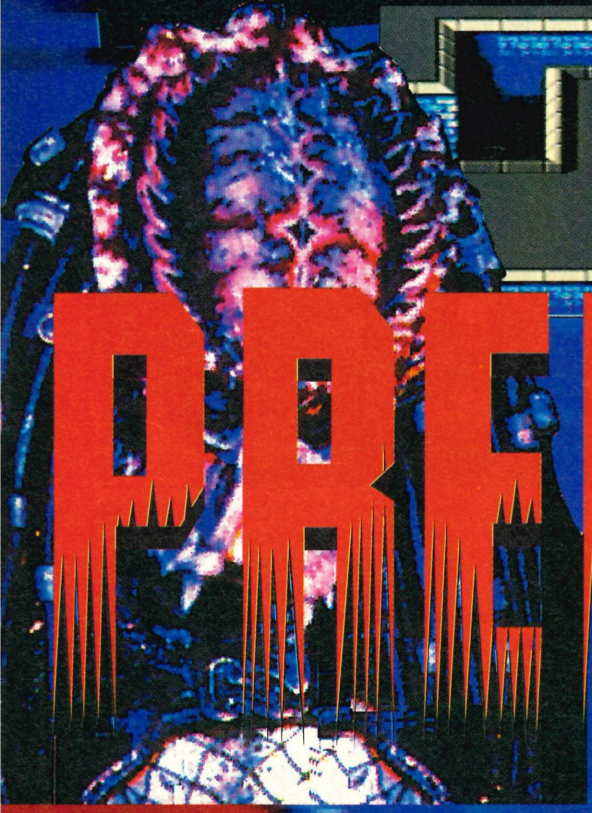
Five hostages are to be rescued, so look out for their cries of "HELP"you can't miss them. Rescue them quickly, especially when the gun-sight is on-screen.

Fight your way to the end and you'll come up to the daunting task of the end of level guardian.

LEVEL GUARDIAN

Blowing up what appears to be the A-Team's van shouldn't offer too many problems. The main objective is to repeatedly fire at the inside, but this is only possible when the barrels are being fired. Stand to either side for the desired effect of destroying without being killed.





PREDATOR 2





4 – ENTERING SUBWAY
- SEGATSOH

Only the tough will survive this metropolitan level where the underground network sets the scene. In order to survive, fight your way to the far right at all times. You'll then avoid the trap of being killed by the gunmen from the opening doors.

Kill the bats on sight as they sap your energy very quickly. The hostages are further apart than normal, so don't worry if you're unable to find them on the regular basis you've become used to.

LEVEL GUARDIAN
A particularly impressive level guardian, due to the fact that I personally failed to realise I was supposed to kill the man firing at me from the subway train. Once realised, fire at the bad guy from a distance until he explodes in a pyromaniac masterpiece.

5 – ENTERING SLAUGHTERHOUSE
- NAGIRRAH

Within the confines of the slaughterhouse, a long and difficult battle lies ahead. When the power-ups appear, don't collect them immediately unless you really need to. Instead, kill the attacking enemy and wait for the scrolling to catch up. This way you don't waste valuable energy.

The length of this level is greater than any other and dying just before you reach the end is very annoying. There is a total of five hostages to save, so keep your wits about you. Remember to use those bonus weapons to good advantage and keep away from the red sights.

LEVEL GUARDIAN
This relatively easy guardian shouldn't offer too much of a challenge, but to help you along, it is beneficial to immediately stand at the front of the platform. Taking pot-luck is the only way to win quickly, but should you choose the correct passage, it's easy-peasy to kill the monster. Fire at will until it dies.





7 – ENTERING ALIEN SHIP
- NO PASSWORD

The main problem to overcome on this level is the green missile-launching soldiers. Collecting the blue weapons at the top of the screen will help tremendously. Fire when required, but don't expect them to last long. Battle your way to the guardian by constantly moving to avoid gunfire, keeping an eye out for the particularly annoying gun-sight and collecting the power-ups.

FINAL GUARDIAN
Following a few important guidelines will help you battle your way to the end of this game by defeating the final guardian.

As you enter the oval-shaped room, repeatedly fire at anything that moves. Killing off the bazooka-wielding greenies is of top priority. Failure to do this will seriously hamper your assault on the main targets. Fire at will!

Secondly, ensure your path to victory by destroying the other nasties within the vicinity. This is accomplished in the usual manner of constantly firing and avoiding in-coming projectiles. The gunmen located within the manholes shouldn't offer too much resistance, so take them out whenever the screen has been wiped clear of any other baddies.

Finally, the darkened entrances ahead of you will be where the guardian appears. It's up to you to decide which one it will be! Taking pot-luck can prove very helpful as this means you can fire first. Using any special weapon you may have will assist you even more, so swap from the revolver just before your target appears.

If the guardian appears in a different entrance from the one you choose, fire either from the side or at a diagonal angle, never directly in-front. Repetitive firing is the key to success, but unless you're a complete expert, losing a couple of lives is understandable. But don't forget that if you lose all your lives, you'll go back to level six because there's no password on this level.But since this guide offers such PROfessional advice, it shouldn't be necessary. Congratulations!

THE END

6 – ENTERING STREET
- LAICIFFO

Once again, you enter the barbaric street zones. This time, though, the onslaught of attacking assailants is much stronger and quite a few problems can be incurred.

A total of five hostages need rescuing and they are slightly more difficult to find than in the previous street level. Missile firing helicopters also appear and they're best dealt with by running to the far right of the screen. Continue right until the screen stops scrolling and you enter the guardian battle.

LEVEL GUARDIAN
The first trailer to star in this stage is a little tougher to destroy than previous automobiles. As with all the guardians, your position is of utmost importance when attacking it. The best place to position yourself is diagonally left or right of the target. This way you can avoid the in-coming bullets. Repeat the process until the trailer explodes in the usual way.



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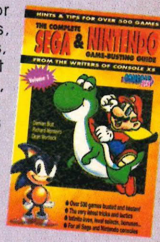
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FORM17MAR

SONIC THE HEDGEHOG 2

PART 1



Sonic the Hedgehog 2 has been described as one of the finest games ever released on the Sega Mega Drive. Defeating Dr Robotnik is no easy task, as you will already be aware. Prepare yourself for the mother of battles and guide either Sonic or Tails to a victorious end.

THE EMERALD HILL ZONE

ACT 1

For those of you after a SuperSonic time, the important SUPER SNEAKERS can be found on the top level about halfway through and before the tube section. Try using this level to gain that essential time.

Travel right and collect all rings available. The first Super Item to be found is a SHIELD and it can be collected by jumping onto the first moving block to reach the upper platform. After collecting it, travel right and drop down.

A secret room is the next bonus. Travel over the bridge and when you reach the vertically moving platform, jump on top. Just before it reaches the bottom, hold down LEFT to enter the secret room.

As Sonic leaves the room, jump up to the higher level with the assistance of the moving platform. Jump onto the spring to collect nine rings. As you land, run right. Jump onto the spring to collect the SUPER RINGS. Once they're in Sonic's possession, drop down into the waterfall.

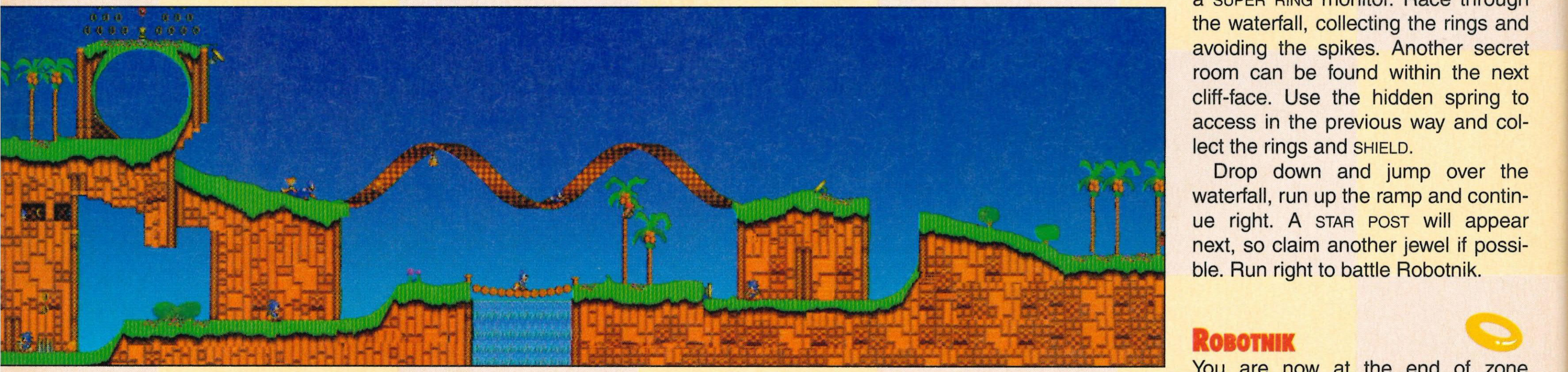
Travel right to find more rings, then roll over the bridge and a SHIELD will be visible. Claim the bonus, travel right and run up the steep quarterpipe. As you land by the bridge, a STAR POST is to your right. Enter the STAR POST, presuming you have enough rings, and collect your CHAOS EMERALD. Easy!

Upon exiting the Special Stage, run right, through the two loops and up the short ramp to fire Sonic into a secret room which will give not only several rings but an extra life as well.

Re-track to the left, drop out of the room and onto the spring directly below and fire Sonic diagonally left onto the spring fixed to the loop. Use this to project Sonic onto the highest platform. There is a spring to your right which will bounce you straight into the air. Do this to collect four rings and then jump on the same spring at an angle to fire Sonic right. A total of nine rings are available.

Sonic must now jump onto one of the horizontally moving platforms to help him reach the top of the next tube. To do this, launch Sonic from the spring you have just been using and land him on the first. Carefully leap from here until you reach the final platform which will enable you to reach the roof of the loop. 20 rings and a STAR POST are located here, so collect the rings and enter the other Special Stage.

As you exit the Special Stage, jump onto the diagonally facing spring so you fly through the group of nine rings above the chequered bridge. Fall through the same bridge as you land, then use the spring to your right to fire Sonic along the ground and up the ramp. Five rings are here, so collect them before you finish the Act.



ACT 2

When you start this level, run right and jump onto the platform immediately in front of you. Fire Sonic from the first spring to collect more rings, then take the SUPER SNEAKERS. Travel over the bridge ahead of you then clear the jump. As you begin to descend, stop before the moving platform to collect SUPER RINGS, then jump up to the same platform.

Wait for the platform to move right and then jump, collecting the rings and avoiding the spikes. Continue right and jump in the cliff-face to access a secret tunnel where you'll find more rings and a SUPER RING monitor. Return left and jump the cliff-face using the spring. Drop down to the right then run over the bridge and down the hill.

When you reach the bottom of the hill, jump onto the spring and fire yourself so Sonic lands on the moving platform. Use this to take you up to the higher platform. Jump on the spring to collect a group of rings and land to the right of it to accumulate more rings, including a SUPER SING bonus. Now, carefully drop to a platform directly below to find a STAR POST.

Upon exiting the Special Stage, run until the platform above a waterfall and wait to the far right. As it descends, an extra life can be collected. Continue right, avoiding the spikes, to the hidden spring. A secret room with rings is accessible halfway up the cliff. Push right to enter and run to the end. Carefully jump onto the elevating platform and let it take you up. At the top, jump right then immediately left to find another STAR POST.

Exit the Special Stage to your right, jump over the spikes and run. An INVINCIBILITY monitor is available by using the next rising platform, but continue along the lower level to find a SUPER RING monitor. Race through the waterfall, collecting the rings and avoiding the spikes. Another secret room can be found within the next cliff-face. Use the hidden spring to access in the previous way and collect the rings and SHIELD.

Drop down and jump over the waterfall, run up the ramp and continue right. A STAR POST will appear next, so claim another jewel if possible. Run right to battle Robotnik.

ROBOTNIK

You are now at the end of zone screen so patiently wait for Robotnik to appear by keeping to the left. Seven or eight hits will destroy the wheelie-machine and the easiest method is to attack from a distance. You will have to roll into a ball and bounce on top of Robotnik's head. Avoid any other contact with the machine as it results in instant death. Wait on the opposite side that Robotnik disappears and jump when he's central so you're able to retreat until another attack.



As Robotnik weakens, the spiral spike will be released from the base, so jump over it and kill the guardian with one final blow.



CHEMICAL PLANT ZONE

ACT 1

Travel right and jump the small ramp to collect three rings. If you decide to use the moving platforms, not only will the bonus of a SUPER RINGS monitor be available, but also the option of which route you wish to follow. The route from the platform will take you into the upper heights of the zone, whereas the longer, but more adventurous areas can be discovered by following the route along the pipe.

If you are to take the upper level, take note that it's most useful for racing against the clock and this route won't allow you to find a STAR POST. Race through the first section following the only path available until you arrive at the buffer sending you backtracking. Send Sonic hurtling down in the opposite direction and you'll arrive at a tube. A SUPER RING monitor on the left will signal the position.

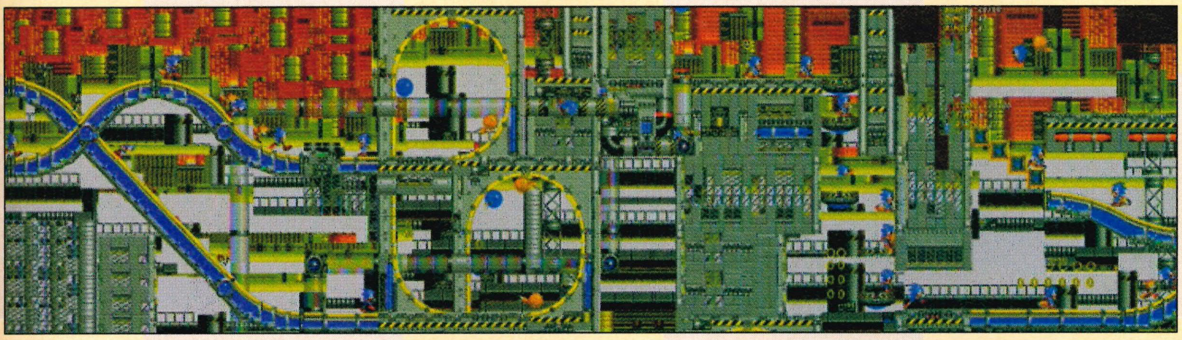
The tube offers a short-cut to the Grabber and Spiny monsters, so jump on the spring and land to the right side of the Spiny creatures, then jump the ramp, collect the rings and go right until you hit the buffer which will send you along the descending pipeline at a SuperSonic rate. Continually follow the pipeline and collect the rings as you go. Flying through the pipes can allow Sonic to gain a large number of rings, so look after them.

When you arrive at the opening of the tube, jump into it . When Sonic finally emerges a SUPER RING monitor will be on his right. If you travel left you'll arrive at a set of four descending blocks. Allow them to carry you down and go right to finish the Act. You may not have found a CHAOS EMERALD, but your time will be quick. The majority of gamesplayers will be attempting to complete the game with CHAOS EMERALDS in Sonic's possession. To find the valuable STAR POSTS, take the lower level.

If you decided to use the lower level, firstly run right as usual and follow the determined path until you find a SUPER RING monitor. Open the tunnel and hold onto your spikes! Exit and two SUPER RING monitors will appear on the right. Collect these and jump onto the spring where another ten rings can be found. A SHIELD monitor is partially hidden behind the fence. Collect this and jump to the right, kill the Spiny and avoid all life threatening situations.

Venture off to the right and through the pipes until you reach the moving platforms. Use them to jump up to the floating platform. The bonus of two SUPER RING monitors and a SHIELD are collected by jumping left onto the hidden ledge. Run to the tube platform which flips you over to a lower level, fall down and jump left to find a SHIELD, a SUPER RING and a STAR POST.

Upon exiting the Stage, continue right until Sonic comes across a tube. When Sonic finally emerges, a SUPER RING will be to his right. Run left and fall right from the blocks to complete the Act.



ACT 2

Begin by following the pipes to the right. Hastily run down them and launch Sonic into the air, collecting a bunch of rings. Fall back down and go right, across a pipe and jump up two short steps. Sonic will now arrive at a section with two sets of rising blocks. Jump up in the normal way, then run up the pipe. Walk onto the next set of rising blocks, but drop down before it takes you up. Sonic will now be able to collect INVINCIBILITY and SUPER RING bonuses. Escape by using the springboard.

To find a ONE-UP monitor, use the blocks to ascend and go left. Jump to the far left and the extra life will be visible within the tower block. Access in the normal way of holding down left. Fall back down and re-trace your steps and keep travelling right at the top of the moving blocks. Continue right and avoid the Grabbers to collect a SHIELD and two SUPER RING bonuses. Jump up with the help of the moving platforms to find a tube entrance.

As Sonic exits the tube, two SUPER RINGS will be to his right. With the assistance of the buffer, send Sonic skyward, but make sure he lands on the pillar with a SUPER RING monitor on it. Collect the bonus, then drop left and go down using the moving blocks. A STAR POST will appear on your left!

After collecting the CHAOS EMERALD, exit the Special Stage and despatch Sonic along the long and fast pipe section. Collect the SUPER RING and enter the tube to your left.

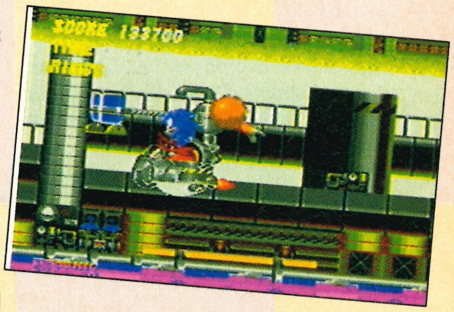
As you exit the tube, collect the rings with the assistance of the spring and once again send Sonic down a pipe venture. A STAR POST will be at the end of the speedy journey. Collect the SUPER RING monitor and avoid the Grabbers, then descend through the tubes. Upon exiting, run right and drop from the blocks to the section where two trolleys run. Don't jump on the trolleys yet, but fall down into the liquid and avoid the spikes to collect a ONE-UP monitor. Re-trace the same steps and jump from trolley to trolley to arrive at the meeting point for both routes.

The alternative route will bring you here much quicker, but with less bonus items. It will prove particularly useful for time-checks.

From the meeting point, jump up to the top platform on the left and continue in the same direction. Use the trolleys to clear the water and take special care as the pipes Sonic is about to come across will flip over. Clear them quickly and jump from platform to platform so he arrives on the pipe where a STAR POST awaits. Upon exiting, continue right, taking care not to tumble to a frustrating and totally annoying pitfall. You will eventually arrive at the final conflict with the ever-present Robotnik!

ROBOTNIK

To kill Robotnik, jump on him in the usual way avoiding his missiles and not falling down from the flipping platforms. Watch out for the blue liquid Robotnik releases, as this will do Sonic no favours. It is a good idea to watch the glass container fill up, then move as it's released. Continue the procedure of dodging the liquid and staying within the boundaries of the flipping platforms, until Robotnik finally explodes.



Upon victory, jump right to release the birdies.

SUPERSONIC TIMES

Fast times are obtained by running quickly along the most suitable platform. Determining these will require practice and knowledge. Here are the general hazards:

SPIKES

As soon as these appear on screen, jump over them so not to slow you down. Impalement will seriously effect a good run.



MASHER

The mutant fish will stop at nothing except for a good, hard roll. As you approach bridges jump into the attack position.



COCONUTS

The cute but deadly monkeys can be avoided with a good jump or an attacking roll.



BUZZER

This jet-pack assisted wasp sure has a sting in its tail, so be aware of their positions: avoid or kill.



GRABBER

The poison releasing creatures within Chemical Plant Zone are to be avoided at all times. Just jump over or avoid them.



STAR POSTS

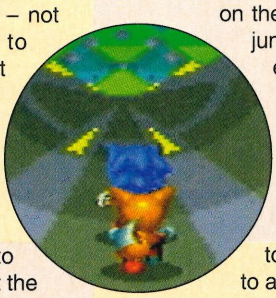
Don't waste time entering the Special Stages, unless you're intent on collecting the CHAOS EMERALDS..



AQUATIC RUIN ZONE

ACT 1

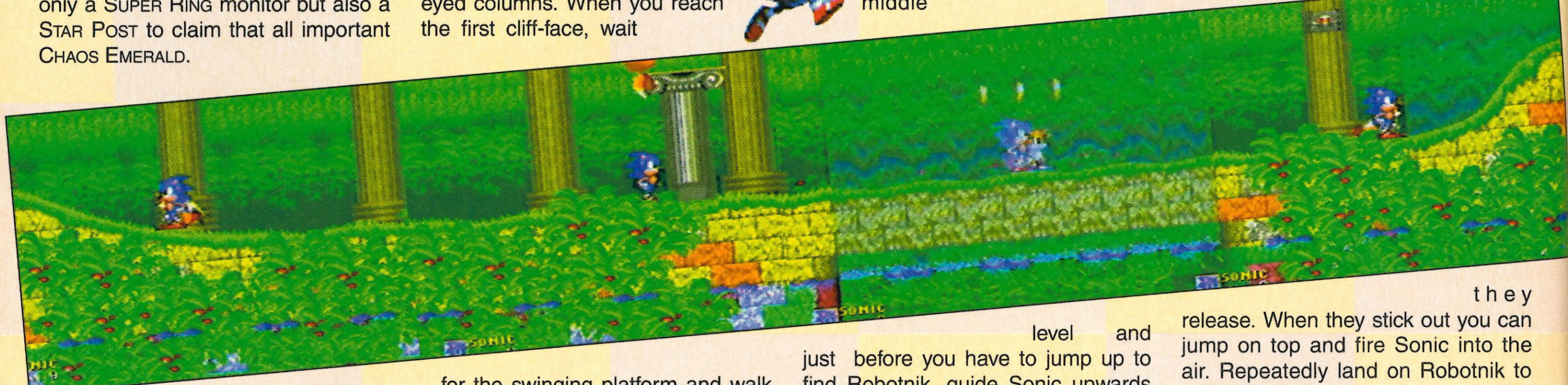
To begin your journey through this Amazon Power forest of delights, direct Sonic right. Cross the two waterfalls, but on the second, run along the top of the log – not through it – and jump to collect the rings. One hint is to watch out for those annoying arrows.



Your first direction decision will have to be made once the waterfalls have been crossed. If you decide to take the top route, collect the SUPER RING monitor below first.

The upper level is highly recommended, so take this route and send Sonic on his way with the assistance of the spring just before the pipe. Fire Sonic through the pipe, then keep an eye out for the STAR POST. When you exit the Special Stage, cross the log and leap from the crumbling pillar to the top platform.

Racing right, jump through the air, with the assistance of the first springboard Sonic arrives at, to collect not only a few rings but, also to reach a higher platform for a SHIELD monitor. Fly through the air from the next springboard and land yourself on the first moving platform, jump to the second and finally to a solid platform. You will now find not only a SUPER RING monitor but also a STAR POST to claim that all important CHAOS EMERALD.



Should Sonic fall from the moving platforms, a SUPER RING monitor and a STAR POST can be discovered to the far right. A secret tunnel through the cliff-side is accessible from here. Should you take this route, a SUPER SNEAKERS bonus will be found by running right. One hint is to keep jumping before the platforms fall down. Failure to do so will prove fatal.

As Sonic exits the Special Stage on the upper level, two difficult jumps have to be undertaken. Succeed here and you're in for a quick time. Run to the end through the pipes and over the crevasses with the help of the springboards. It is a good idea to roll in a ball all the way to avoid the nasties.

If you should drop down, continue right and collect the available bonus items which include rings and a helpful SHIELD monitor for starters. Collect this and run right, up the quarter-pipe to collect the rings, then sprint to the end.

It is possible to complete the Act by running along the bottom level at all times and jumping back up to reach the end but, this isn't recommended.

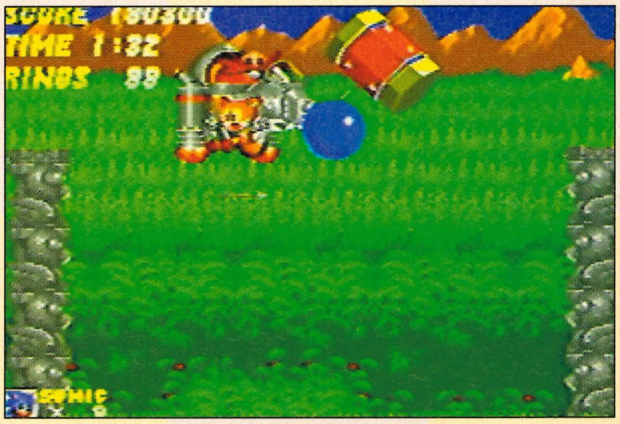
ACT 2

There may be many different ways to reach the final battle of this zone, but keeping your head above water should help more than anything.

Firstly, run to the right and collect any rings that appear. Take care to avoid the arrows which are fired at you from the evil-eyed columns. When you reach the first cliff-face, wait for the swinging platform and walk onto it. Drop from the first platform to the second and from this one jump up but, beware of the Grounder.



Jump over the gap and collect three rings for your effort. Now, springboard to the upper level and continue along the higher platforms until you come across an INVINCIBILITY monitor. Collect the bonus and run right. You will now find a welcome STAR POST in which to claim your CHAOS EMERALD.



Once you have hopefully won the emerald, run right and collect the SUPER RING monitor bonus. Fire yourself through the air from the springboard, collect the rings and keep on going right. Another tricky jump has now to be made. Carefully and steadily leap from the moving platforms onto the very high ledge. From this ledge, drop down onto the spring and fire yourself into the air until you land on a floating stone column. Leap to the right and Sonic will find two SUPER RING monitors and also a ONE-UP. Another ONE-UP monitor is available in the middle level. It's located in a secret room which can be accessed in the normal way. To find it, run along the middle level and just before you have to jump up to find Robotnik, guide Sonic upwards to the left of the passage using the springboard.

Alternatively, continuing from the previous ONE-UP monitor, drop down to the lower ledge and walk onto yet another swinging platform. Take care to avoid the arrows. Continue right, leaping your way to the end and collect any gold rings available. Drop down from the column with a SUPER RING monitor on and run right to discover a STAR POST.

If you do decide to try the lower level of this Act, be aware that it's not Sonic friendly. He is likely to meet a sudden death due to the amount of water intake. If Sonic does end-up in the watery depths, jump back to the middle or upper level as soon as possible. You have been warned!

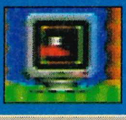
ROBOTNIK

Wait for Robotnik to hammer the stone columns and avoid the arrows they release. When they stick out you can jump on top and fire Sonic into the air. Repeatedly land on Robotnik to kill him. The main danger comes from the arrows, so keep an eye on them. Avoid the base of the guardian too.

SUPER ITEMS

POWER SNEAKERS

To increase Sonic's running capabilities to the maximum, break your way into the monitor showing a red boot. This will help gain Super Quick times.



SUPER RINGS

Ten of the all important golden rings are hidden within the monitors screening a shiny, gold ring. Use these to help Sonic enter the Special Stage.



ONE-UPS

To gain an extra life, smash your way into the monitors with Sonic showing. Failing this, collect 100 or 200 rings to reach the same bonus. The choice is yours.



INVINCIBILITY

This Super Item offers Sonic protection against losing his rings or even a life. Beware though as it has a limited life-span, and this may cause a sudden loss of rings.



SHIELD

To protect Sonic from sustaining damage, break open the bright -blue screens. Unfortunately, the magic power only protects you for one hit.

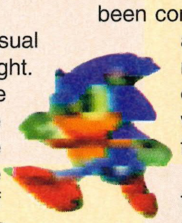


CASINO NIGHT ZONE

ACT 1

Hammering Sonic and Tails through this bumper-packed zone can prove unbelievably funny with devious springs, devilish buffers and a delightful array of prizes to be won. There are a multitude of different passages to conquer and directional hazards prove plentiful.

To begin with, follow the usual directional rule of going right. Getting to grips with the bumpers and buffers will prove helpful, so practise this in the first half-pipe you will come across. There are a number of rings to be collected above, so flip until you collect them. Direct yourself over to the right and you'll find the first fruit machine. Pop Sonic or Tails into the slot and gamble away as many times as you want.



When you've played enough, flip yourself right and you'll arrive at two vertically moving blue blocks. The first helps you gain a couple of rings and the second will assist you to continue right.

When you find the horizontally moving block, carefully land on it, jump onto the second one and then onto the main platform. Use the rising blocks to take you higher and before you reach the very top, jump right to collect a Power Sneakers bonus. Run right and use the lift to lower yourself a level. Firstly, collect the Super Ring bonus to the left and then drop right. You will encounter a chute full of rings and located at the bottom is a large, powerful spring. To activate it, hold the fire button down and fire yourself into what appears to be a chamber of buffers and bumpers.



Sonic needs to land on the blue blocks to jump onto the higher platform. Once accomplished, drop down into the bagatelle-style section and collect a few bonus points. Exit and continue right.

Avoid the treacherous spikes above your head as you travel East and a much needed Star Post can be found in the top right corner after the second flipper board. Take care to avoid falling down this fruit machine as it's very, very tricky to get back out again.

Once the Star Post stage has been completed and you have come across a large, horizontally moving block. Jump on top of it and falling to the right will put you back in a super-fast section.

When you exit this fun-filled roller coaster, jump right and reward yourself with an Invinciblity monitor and a Super Ring bonus. Drop down to the right and you'll fall into a fruit machine. Collect the required bonus items and fall to the bottom right so that yet another speedy-journey welcomes you.

The end is near. Continue right following the normal methods and the finishing post is little more than an aerial flipper-jump away.

If you can direct your character to the very top of the screen then this will help you enter the fruit machines and to gain bonus items such as Super Rings and Invincibility. Continue along the higher levels of the Act and the bumpers will continually direct you where you don't really wish to venture. If you should succeed in keeping up with the stars, keep going right until the finishing post is found, but it can prove a major task finding the much needed Chaos Emerald. The decision is yours.





ACT 2

Flip yourself into the air to claim several rings, but watch out for the Crawl who is positioned right where you normally land. Unlike the previous Act, staying nearer the top will help collection of Super Items. Fly through the pipes and tubes and when you exit aim at the top right section. You will find a pair of Power Sneakers and quite a few rings. Alternatively, a pair of Power Sneakers is available at the start by jumping from the first ramp to the top right and onto the rooftop where a Super Ring monitor is positioned. Then drop down for the boots.

Continue right and drop down into a deep pit where you will find three Super Ring monitors. Use the spring to exit and fire yourself right, into the fruit machine to gamble those hard earned rings.

When you've finished gambling, jump to the top right of the machine and land on the buffer-ridden platform. Jump right again to discover a Star Post and a jewel!

Fall into the flipper section and exit by the bottom chute. You will come across another fruit machine. Break your way through the buffers and guide your character into the rising lift. To collect an Invincibility bonus, use the lift to the highest level. Run right, fall to the bottom of the fruit machine and you will find a Star Post. To enter the final challenge of this zone, run right into the large screen and help Sonic face his toughest challenge yet!

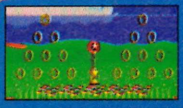
ROBOTNIK

To kill Robotnik, keep above his flying machine using the flippers and running up the side walls. Drop down and land on top of the evil guardian to kill him. Remember that Sonic won't be able to withstand many hits from Robotnik, so avoid the bottom of his machine at all costs. The usual tally of eight hits should suffice.

NEXT MONTH: The Final Zones

POWER-UP

RINGS



You should be aware of the special power of these rings. Apart from keeping Sonic alive (if hit carrying them), collect 50 or more before reaching the Star Posts to enter into the special bonus stages.

STAR POSTS



The Star Posts are often located in secluded areas. They are the door to the Special Stage and having 50 or more rings is the key to let you enter.

CHAOS EMERALDS



Collect the specified amount of rings in the Special Stage and the Chaos Emerald, hidden within the depths of the tunnel, can be yours.

SUPER SONIC



Collect seven Chaos Emeralds and Sonic turns yellow and all the available Super Items are permanently on until Sonic loses a life (ie is hit with no rings).

pro SCORES

Okay, you've played the game, you've finished the levels, you've found all the objects and you've scored all the points. Now it's your chance to become a part of SEGAPRO. We know our readers are the best in the land and just to prove it, here's your chance to become immortalised in the pages of SEGAPRO. The first thing to do is be like the Pros and play a game until some ridiculous hour in the morning, racking up a ridiculously high score. Now fill in the form below giving all the details we ask for (if we didn't want 'em we wouldn't ask for 'em). Now take a photo of yourself (or get someone else to take it), preferably as wacky as possible . Be warned, any boring pictures will be doctored for our own pleasure! Get some proof of your score, either a friend's signature or a photo of the screen. Now send the whole lot to:

ProScores,
SEGAPRO,
Durham House,
124 Old Christchurch Road,
Bournemouth,
Dorset BH1 1NF.

Machine..Game ....
Score ....Date..
Machine..Game ....
Score ....Date..
Machine..Game ....
Score ....Date..
Machine..Game ....
Score ....Date..

Name ....
Address..
....
Postcode..Age..

Self photo enclosed ❑ Proof enclosed ❑

Send this form (or a copy) to ProScores, SEGAPRO, Paragon Publishing,Durham House,124 Old Christchurch Road,Bournemouth, BH1 1NF. If you want a photo returned,you must enclose a SAE.

GAME GEAR

CASTLE OF ILLLUSION

328,320	Phillip Wale, London
255750	Adrian Kearly, Ryde
199,650	Paul Harding Witney

COLUMNS

42,925	Darren Walker, Smethwick
14,208	Robert Rixson, Gwent
12,900	Julian Elliot Surrey



DESERT STRIKE
2,800,200
Simon Nicholls, Reading

DEVILISH

854,500	Adrian Kearly, Ryde

DONALD DUCK

899,200	Karen Rae, Cumbernauld
516,400	Matthew Williamson, Telford
385,100	John Marshall, Co Durham

FACTORY PANIC

763,470	Chris Roberts, Suffolk
631,830	Simon Day, Doncaster



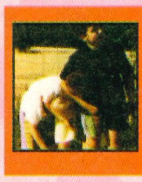
G-LOC
258,440
Steve Kinder, Stoke-on-Trent
169,500
Sean Parris, Surrey

GRIFFIN

74,600	Nikhil Kapur, Altrincham
69,300	Matthew Kelley, Devizes

JOE MONTANA FOOTBALL

127-0 (pro)	Matthew Williamson, Telford
127-7 (easy)	Andrew Ship, Newbury
99-0 (pro)	Robin Westblom, Chislehurst



NINJA GAIDEN
65,800
Jack Johnson, London
26,800
Nicholas Turner, Leeds

SUPER KICK OFF

53-0	Jamie Stewart, Essex

WOODY POP

52,960	Daniel Haggis, Hong Kong

MASTER SYSTEM

ACTION FIGHTER

1,096,970	James Phillips, Kent

ASTERIX

710,560	Paul Denney, Durham
6111,100	Matthew Sinton, Cleveland
834,900	Ross Gibbens, London

BUBBLE BOBBLE

5,409,720	Neil Winter, Braunton
5,339,330	Chris Jeans, Cardiff
4,439,460	Kevin Hunt, Newport

CASTLE OF ILLUSION

490,500	David Third, Scotland
290,520	Matthew Davies, Tunbridge Wells
289,320	David Third, Selkirkshire

DOUBLE DRAGON

349,220	David Third, Scotland
329,040	Chris Jeans, Cardiff
327,740	Paul Denney, Durham

GHOULS N' GHOSTS

152,600	John Fitzgerald, Lechlade
34,900	David Durance, Hounslow
31,300	Gareth Hughes, Cardiff

G-LOC

190,900	Matthew Sadler, Surrey

HALLEY WARS

77,260	James Goodrum, West Sussex



CALIFORNIA GAMES
11250 (Half pipe)
Leon Renn, Nuneaton

MERCS

72,750	Daniel Ellsis, Truro

OLYMPIC GOLD

Pole Vault	
5.80	Wayne Hibbs, Bournemouth
Swimming	
1.44.44	Wayne Hibbs, Bournemouth

RAMPAGE

136,365	Darren Vaela

RASTAN

885,00	Paul Corrigan, Glasgow

SAGAIA

2,087,900	David Terry, Folkstone

SHINOBI

582,950	Matthew Walker, Chertney
560,450	Christian Weber, Chester
214,750	James Smith, Knutsford

SONIC 2

413,900	Robin Mackintosh

SPIDERMAN

143,700	Richard James, Cardigan

SUPER KICK OFF

103-0	Matthew Finn, East Yorks
56-0	Alan Greet, Cullompton

WORLD CLASS LEADERBOARD

19 Under	Steve Kinder
14 Under	Robert Daykin, Derbys
13 Under	Matthew Finn, East Yorks

WORLD CUP ITALIA

32-0 (?)	Paul Denney, Durham

MEGA DRIVE

ALIEN 3

602,070	Carl Souley, Cleveland
6,125,120	Mick Mercer, London

ARNOLD PALMER GOLF

1,100,000	David Connor, Trowbridge
1,100,000	Adam Wallace, Margate

ARROW FLASH

788,990	Robert Carter, Australia

CASTLE OF ILLUSION

1,303,300	Matt Eddy, Hyle
796,100	Nigel Parker, Keighley
532,910	Richard Parks, Australia

CRUE BALL

359,439,00	Neil Lover, Poole

EA HOCKEY

77-4	Jonathon Pugh, Fife
34-0(Poland v Soviet Union	Anon!



ESWAT
568,988
Simeon Wishtade, Cullompton

EUROPEAN CLUB SOCCER
Manchester United v Sedvette 26-0
Daniel Russell, Kent

GALAHAD

1,450,270	Jonathon Epworth, Humberside

GHOULS'N'GHOSTS

204,400	Paul Wheatley, Nottingham
168,700	Nigel parker, Keighley
68,500	Stuart Allen, Selkirk

GOLDEN AXE

379.0	John Smith
357.1	Andrew/Stephen Pryke,
Peterbourgh	
315.0	Paul Wheatley Nottingham

HELLFIRE

7,395,220	Iain Brands, Thurso
6,943,570	Colin Newman, Runcorn
6,832,580	Nigel Parker, Keighley

JAMES POND II

24,014,990	Robert Graham, Rushden
10,269,950	Ian Brands, Thurso
8,692,000	Andrew Livingstone, Bangor

JOHN MADDEN'S FOOTBALL

326-3	Andy Duncombe, Winchester

KID CHAMELEON

1093,391	Craig Stewart, Aberdeen

MERCS

1,282,400 (Hard)	Mark Wheeler, Blackpool
832,520 (Orig)	Wayne Turner, Chelmsford
802,250 (Orig)	Nigel Parker, Keighley

OUTRUN

40,008,400	Nicholas Chevin, Swandicote
26,134,410	Colin Newman, Runcorn

PGA TOUR GOLF
24 under at end of tournament
Adam Fileman, Sussex

PIT-FIGHTER

2,673,490	Chris Wylie, Newcastle
1,886,450	Paul Wheatley, Nottingham
1,865,310	John Smith
1,714,370	Colin Arnold, Chessington

QUACKSHOT

2,242,500	Eric Joe O'Hare, Lancaster
1,356,000	Paul Shipman, Cannock
1,170,000	Brent Ferbrer, Botley

ROAD RASH

$10487620	Ian Vanstone, Sherbourne
$101000	Steve Perry, Bucknall
$86,100	Christopher Lauwerys, Forest Hill

SHINING IN THE DARKNESS

2,357,732	Spike, St Albans

SONIC THE HEDGEHOG

789,402	Adam Passanisi, Australia

STREETS OF RAGE

999,990	Michael Copley, Winchester
924,000	John Harvey, Nottingham
899, 200	Daniel Cresser, Barton

TAZ-MANIA

7,937,810	Bart Martin van der Putt, Netherlands
1,003,060	Imelda Khoo, East Sussex
201,710	Ian Hanson, Wilts

TEST DRIVE II

285,631	Christopher Lovell, Cheshire

THE TERMINATOR

137,300	Paul Smelt
108,870	Jonathon Epworth, Humberside
87,990	Neil Brockhurst, Bolton

TEST DRIVE II

333,129	(Porsche) James Anthony

THUNDERFORCE III

6,664,350	Paul Wheatley, Nottingham
5,995,200	Gary Pike, Benfleet
3,649, 290	Wayne Turner, Chelmsford

TOEJAM AND EARL

1056	David Voss, Leeds
976	Lee Gray, Satchet
670	Colin Newman. Runcorn

TROUBLE SHOOTER

620,480	Mark Khoo, Hailsham

TURBO OUT RUN

30,191,780	Mark Khoo, Hailsham

TWO CRUDE DUDES

298,650	Chris Flowers, Gillingham
226,020	Lee Turner, Burnley
178,010	Richard Gasson, Gillingham

WANI WANI WORLD

463,800	Richard Salmon, Newbridge
429,700	Damien Giles, North Lancing
342,000	Jody Hill, Northants

WORLD CUP ITALIA '90

85-0 (Brazil v China)	Stuart Allen, Selkirk

Savers

ACCESSORIES & MISCELLANEOUS

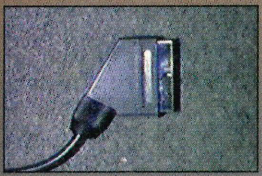
MEGA DRIVE



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MEGA DRIVE DUALIST £29.99



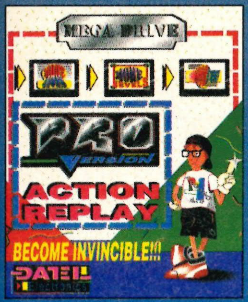
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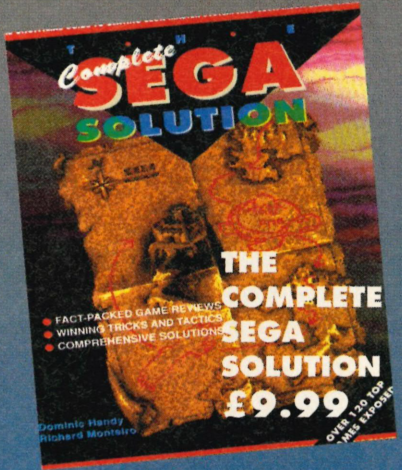
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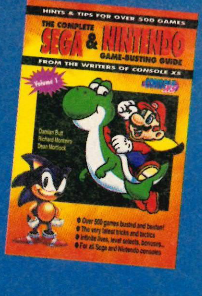


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pro test

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Send all submissions to the proper department (see below) to:

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Paragon Publishing,
Durham House,
124 Old Christchurch Road,
Bournemouth BH1 1NF.

PROTEST
The letters sent here are usually some silly git rabbiting on about how jealous they are of someone else, or of some poor guy needing help with their console and even of anyone who needs advice on console specific problems.
You can ask what games will be available or how to get in contact with a company, but don't ask for game help (see ProHelp for that). The best letter AND the best ProDebate submission wins a SEGAPRO T-shirt, but only witty, cheeky or lively submissions are even considered - you can't win a T-shirt by asking for some advice!

PRODEBATE
In addition to letters, there are the ProDebates, which should be addressed like such: TV Debate, ProTest. Get your views into the open and state your case. SEGAPRO T-shirts are awarded if we consider a point to be particularly valid.

PROART
Far too much artwork is missed out because it has been addressed to ProTest. Send your art to ProArt for speedy attention. If you want it back, don't forget to include a SAE and remember to always write your name, address and age on the back of your art. The best art, each month, wins a stupendously brill SEGAPRO T-shirt.

PROTIPS
There are so many types of tips that can be sent in. Action Replay codes, small cheats, small tips, part solutions, whole game guides and maps. Lots of carts and T-shirts are won every month! So, there you are! Get sending.

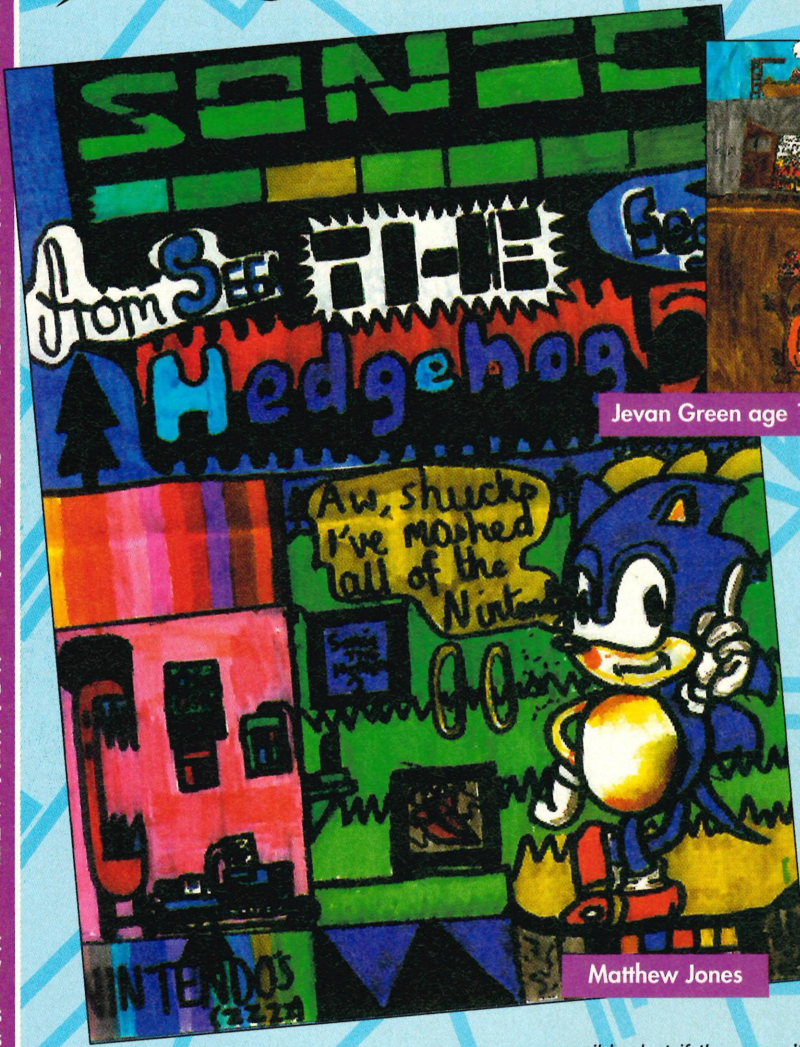
PROHELP
Our revitalised section is bigger and better than ever! If you are stuck on a level, can't kill the boss or are totally lost, drop the Pros a line with details of your problem.

PROSCORES
No prizes here, but you get your high score branded around the country. If you supply a photograph, you can then show all your friends how clever you are.

GAME OVER
If you have finished a game recently, why not tape it and, if it is published, you could win a cart. When the Pros receive a Game Over, we pick out selected screenshots and add a witty storyline.



Jevan Green age 10



Matthew Jones

MORE MASTER
I've been buying SEGAPRO for six months and the last issue I bought had few Master System reviews. For instance, in the December issue nine Mega Drive games were reviewed, but only three Master System games were reviewed – and that was a good month! Can you do something about this?
Mario Sava, London

We are also very concerned about the number of Master System reviews that go into the magazine,and it's a constant battle to get them in time for issue deadlines! The reason for this is that there are not even half as many Master System as Mega Drive releases. We review as many Master System games as possible, but if they aren't released we can't review them. MS releases seem to come in spurts which explains why they are lots of reviews in some issues and hardly any in others. At least releases have been pretty decent recently, (Sonic 2, Alien 3, Lemmings etc) so be thankful for small mercies!

SOUND GRABBER
I have found something that may be of interest to all SEGAPRO readers. It is possible to record your favourite tunes from Mega Drive to cassette perfectly. To do this you need a cassette lead (like the ones the Spectrum uses to load games), a cassette recorder and a blank tape. Then, follow these five easy steps!

1) Connect the cassette lead to the headphone socket on your Mega Drive and the other end to the MIC socket on the cassette recorder.

2) Set the volume to 5.5 on your Mega Drive, and about halfway on the recorder.

3) Turn the Mega Drive on and put the blank tape into the cassette holder.

4) Find the tune you want and start playing the game.

5) Press play/record, and the music should now start recording on to tape.

I don't know if this works on Master System or Game Gear as I don't have one to try it out on.
Kris Bolton, Stanmore

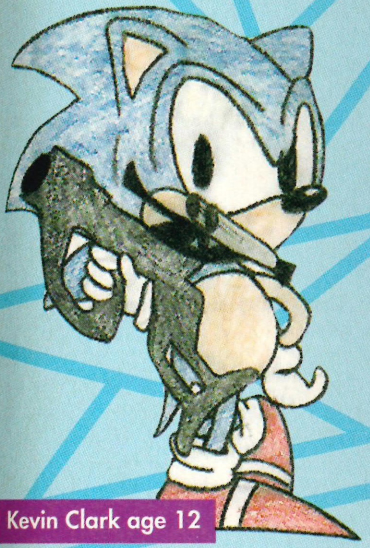
What more can we say other than brilliant?!

SAD ENDING
I own seven games for my Mega Drive and have completed five of them. One day I borrowed *Castle of Illusion* and was quite impressed with the end sequence. Soon after, I completed *Desert Strike* and I was also impressed with the end sequence to this. Then, on my birthday I received *Quackshot* and, after playing it for around an hour and a half, I completed it and sat back to enjoy what I expected to be a brilliant end sequence. I wasn't very lucky because the graphics and animation were terrible and the whole sequence only lasted about 15 seconds. Sonic and Alien 3 also contain bad endings and, as many readers write in complaining how easy games are these days, the final



sequences should be much more important. So, come on Sega, improve your end sequences and we all might be encouraged to buy more games.
Olliver Tarnend, Wakefield

You're right in saying that a lot of games have disappointing end sequences and this can result in a huge anti-climax if you've spent days completing it! However, there are many more with very impressive closing sequences – you only have to look at past Game Overs to see that! End sequences largely depend on the programmer if it's not in the software producer's policy to insist on impressive final shots. Anyway, surely it's the game that is the most important part of the purchase, not a few shots that come after completing it!


Kevin Clark age 12

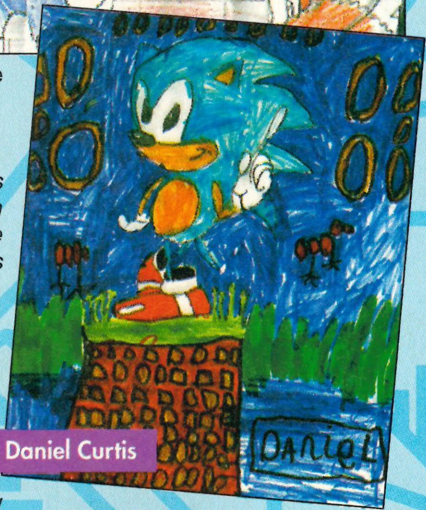
GAME GENIE CODED

After reading about the Game Genie in issues #11 and #12, I decided to spend my hard earned cash to help my gamesplaying. After buying it, I flicked through the pages of SEGAPRO, but to my horror, there were no Game Genie codes. Will you ever print any as you stated in one of the articles: "alternatively subscribe to a high-quality magazine such as SEGAPRO and you'll get codes." I hope you get this sorted out as I object paying 48p a minute to phone the Game Genie hotline.
Andy Ford, Kent



Steven McGuinnty

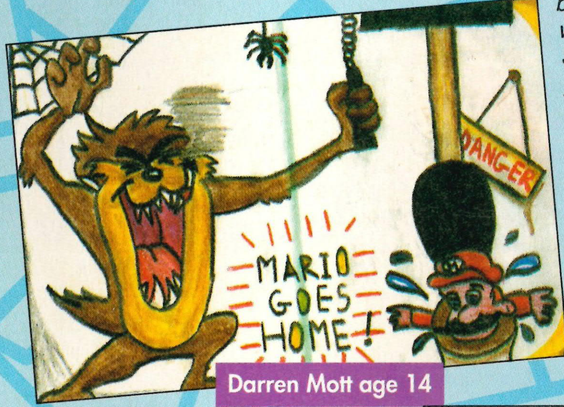
Although the Game Genie codes may have taken a bit of time to reach the SEGAPRO offices, we now have them. They can be found in the tips section. Don't forget, if you have found any codes, send them in to the Protips department. Action Replay codes also carry on as usual in the tips section!



Daniel Curtis

BIGGER GEAR

I would like to know why you only give one page per game for Game Gear reviews? I can't see why you don't devote at least two pages per review, as I buy SEGAPRO primarily for these reviews. Does the GG only deserve one page reviews? I'm sure other Game Gear owners feel the same way as me.
James Smith, Leeds



Darren Mott age 14

We are presently trying to cut down on the amount of one page reviews included in the magazine, so hopefully your problem will be rectified soon. Apologies to all Game Gear owners in the meantime.

LOAD OF OLD COBBLERS

I have a bone to pick with you. Recently I read another Sega magazine and found out that Sega are making a SNES converter. I was in shock, as I thought that the SEGAPRO team would have found out about this first. Anyway, if this is true please tell me so I can give Nintendo some serious slagging.
David Connell, Larbert

First things first, what do you expect if you buy a magazine of inferior quality to SEGAPRO! It seems like you've read a load of old cobblers! We have heard rumours that a SNES converter might be made, but no official word has come from Sega or anyone else yet. It's not very likely that Nintendo would grant Sega a licence for a converter, so it's more likely that the converter would come from an independent retailer. We think that it was a joke which less tuned-on mags were totally taken in by.


A. Brooker



Well, what a month we've had. Lots of new problems and lots that we've answered before. Some folk are not paying attention, but we don't mind that much. Send your problems, old and new, to the Pros at Problems and Procures. See the CONTACT column on the opposite page for the full address. Remember, we can't reply personally so save your SAEs for a good cause!

To begin, **Karl Dickinson** of Suffolk wants to know the difference between Action Replay and Action Replay Pro codes. This has been causing a lot of confusion, especially when the codes are printed on the ProTips page. Well, any Action Replay code always begins with 00 and any Pro code always begins with FF. What's more, the Action Replay Pro can accept 00 codes as well as the superior FF codes!

Staying on the subject of Game-busting codes, a lot of people have written on asking if a Game Genie cart will be released on the Master System or Game Gear. So far, we haven't heard any news regarding a release, but what we do know is that Datel are planning to release the superior Action Replay carts for the Master System and Game Gear.

The Mega-CD confusion rages on! It's common news now that the Mega-CD won't be hitting the shops until March at the very earliest, but **Wayne Barton** of Cheshire wants to know what software will be available for the console. Well, at the moment, other than the games listed in the news and featured in SEGAPRO#14, no-one knows for sure which games will be converted for the Mega-CD. It's up to Sega which games they release. At the moment, though, we can only review the games that are available on import from Japan which are of excellent quality such as Time Gal and Wonderdog.

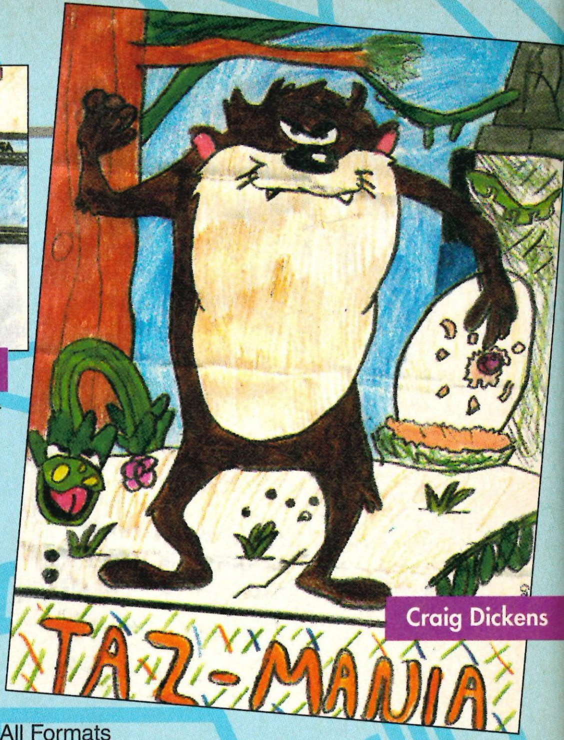
Wayne also asks if he can buy a Wonder Mega without the karaoke and midi hardware and, also, if there is a planned UK release of the Wonder Mega. Unfortunately all production of the Wonder Mega has been stopped. Even in Japan, so unless you get one very soon, they will be impossible to get hold of.

The very last question from Wayne concerns the CD-ROM which will be available for the SNES. He voiced his concern that although the producers say it will be 32-bit, this is impossible as it will be more powerful than the unit it is controlled by. Well, I don't know where you get your information from, but the technical specifications of the SNES CD-ROM are very much up in the air. The most likely outcome will be two 16-bit proces-





T.L. Barter



Craig Dickens



Jim age 12

CENTREFOLD SURPRISE

I think that you mag is brill!!! I also think that there are a few things that could make it the greatest ever! There ought to be a pull-out poster of ProGirl and on the subject of posters, I would be pleased if you could put some in your latest issue.

There is another reason why I am writing to you. My friends and I want to know when the official release date for the Mega-CD is and how much will we have to fork out for this superb machine.

The Posse and the Klan, Gwent

Sorry Posse, but this is not the sort of magazine that prints the type of pictures that you're after! The magazines that you want are kept well away from your sticky little fingers and we're not going to help you get them! We do try to print a poster for every issue, though, and even if it's not ProGirl, it will be something equally as riveting!

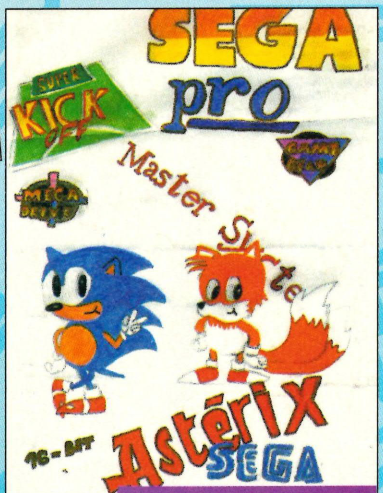
As for the Mega-CD, it will definitely not be released in this country until March and will cost around £250-£300, depending on which software comes with it.

FLICKING BLIND

I think your mag is brill, but one thing it hasn't got is an advertisement page. I really like looking at these pages to see if there are any good buys. Please could you include this.

Ewan McDougall, Dunkeld

If it's adverts you're after, you must be blind – there are lots in our mag. It's not often that we get someone asking for more adverts, we usually get complaints that there are too many. If the advert page that you're referring to is a buy and sell page compiled by readers, then that's something we're thinking about for the future. If we have too many adverts it cuts down on the content of the mag, so ads are kept to a minimum.



Karen Brownng age 13

THIS IS A COMPLAINT

In issue #14 I was shocked to find no review of Sonic 2 and a Super Mario Land 2 poster insulting Sega! I thought you opposed Nintendo (you usually have a cool Sega poster). I told all my friends you hated Nintendo and you failed me. This is a complaint!

Steven McGuinnity, Inverness

First things first – we do not hate Nintendo and never have! We are a Sega mag first and foremost, so Nintendo does not bear much relevance to us. As for the poster, well there is no poster. What you are referring to is an advert placed by Nintendo. If they want to give us their money we're not going to complain are we! There may not have been a review of Sonic 2 in issue #14, but there was a 16 page pull out extra guide in SegaPro#15 – much better value for money than a plain old review!

POOR SHOW

I saw the article on the All Formats Fairs which are being organised all over the country, and I thought hah! – I would be able to pick up a few bargain carts for my Master System. Well, I visited one of the fairs in mid-November, and found that I was completely wrong. I spent two hours looking around the hall which was jam-packed with stalls until I found all five of them! Five carts that is. They were just sitting there in boxes marked "second hand". These fairs are brilliant if you own a Mega Drive, SNES, PC or Amiga, but if you're a Master System owner like me, give them a miss.

Ben Boston, Bristol

Sorry that you've had such a disappointment when visiting one of the fairs, but it's always wise to check on the type of software available at the fair BEFORE you buy a ticket. This was the advice given in the article and it's the only way to avoid disappointment on the day. This advice is not just for Master System owners, but for all Sega console owners, as every fair is different and they won't necessarily stock the software that you're after.

PRO CHALLENGE?

When I was reading another magazine I noticed that they have set up a challenge where readers write in and are picked out to come to the offices and play a game of their choice. I think this is a great idea, but I reckon that they would be too easy to beat. That's why I'm challenging you! I think you should run a challenge and let other readers test their skills against the Pros! Dare you take the challenge?

Mark Fleming, Fife

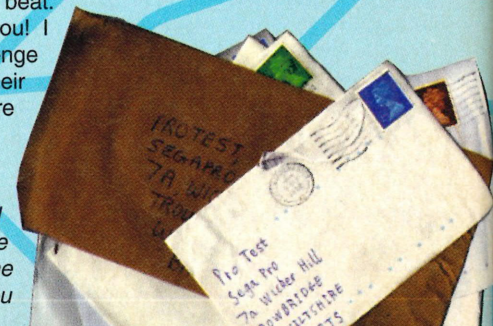
A challenge is a really good idea and it's something we've definitely got in mind for the future. In the meantime, you could write in to ProTalkers, and voice your opinions on new games. If you fancy testing your playing and writing skills then write in to ProTalkers, including your name, address, age and machine.

WILD ABOUT TAILS

A couple of weeks ago, I purchased *Sonic 2* for the Master System. The moment I got home, I started playing it and realised that Tails wasn't in it! What a con! Sega have been hyping this game up for months with the supposed Tails! Come on Sega, stop conning us! Why are there no rings in the loop-the-loop? Why no Super Sonic? Why no special stage? Why no shield? Talk about hyped!

Alan Reiss, Herts

We too felt that Master System owners had been slightly conned when Sonic 2 was released. The sequel to Sonic was marketed on the strength of Tails and to find him missing must have been a huge disappointment to MS owners. As for the rest of the details you mentioned, well there's nothing you can do about that – it's the same old story. Master System games are never as detailed as Mega Drive games and unfortunately these are the details that have been missed out for the MS version. However, the game received a high score because we felt that, apart from the hype, it was a super game its own right.

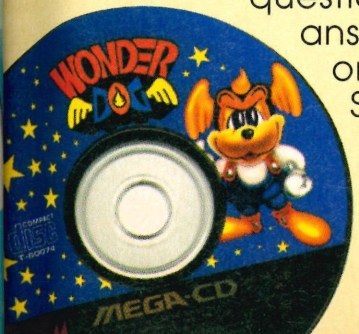




Sega's phenomenal CD entertainment system, which is about to be unleashed in Europe, plus five top CD games could be yours.

Win the latest Sega CD system, a Mega Drive and five top CD games!

Sega's CD games system is big news – it heralds the start of the next generation of games. You could be one of the first to enjoy this incredible leap in technology simply by dialling 0891 224739 and answering the three easy multiple choice questions posed. Jot down your answers on the card located on the front of this month's SegaPro and pop it in the post fast. Alternatively fill in the coupon (or a photocopy of it) and send it to the address provided.



SEGA CD COMPETITION FORM

Of course I want to win Sega's CD system, a Mega Drive and five top CD games. My answers are:

QUESTION 1	QUESTION 2	QUESTION 3
A ☐	A ☐	A ☐
B ☐	B ☐	B ☐
C ☐	C ☐	C ☐



Name..

Address..

....

Postcode..................................Phone nº..................................

Dial 0891 224739 to get the questions to this exclusive SegaPro competition. Tick the appropriate boxes on this coupon and send it (or a photocopy) to SegaPro CD Compo, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must be in by March 31st. Please note, the winner's name will be published in a future issue of SegaPro.

Calls cost 36p cheap rate and 48p per minute at all other times. Please get permission from the person who pays the phone bill before calling.



sors running in parallel (in other words, they work together) which could be called a 32-bit processor by some sneaky marketing bobs at the big 'N'.

Mark Duffy of Scotland is in a fair old mess because those nasty TV licence people came round to his house and demanded that he buy a TV licence for his Game Gear. Mark didn't make it clear whether he had a TV tuner for his Game Gear, but if this is the case then a TV licence is needed for it, as it can be technically termed as a TV. If another person in the household has a TV licence then the Game Gear will probably be covered under that. However if you have Game Gear which does not have the TV tuner then a licence is most definitely not needed! Otherwise you could learn your lesson from Mark and not let the sneakies inside in the first place!

An anonymous Game Gear owner has a very serious problem with their Game Gear. Whenever they insert the cartridge, a buzzing noise is apparent and the screen flickers and then disappears. After tapping the console a few times the picture usually reappears, but anon wants to know whether they should get it seen to. Well, this problem doesn't look like it's going away, so it's definitely wise to get it seen to! You could try getting a cleaning kit, but if this doesn't work don't fiddle with it any more!

Yet another problem concerning Mega Drive adaptors! **Paul Mills** has just purchased a Mega Drive, and is wondering whether it is worth buying a Japanese adaptor as import games are less expensive. True, they are slightly cheaper, but this depends on exchange rates. Most games that are released in Japan are also released either in the US or in Europe around the same time. Either of these cartridges will work with a UK Mega Drive providing they do not have a country coding chip (as in Gods). This means that a chip within the cartridge will not allow you to play the game. Don't worry, though, most games do not have this chip, but check with your dealer just in case. If you really want to get an adaptor they retail at around £10, so it's worth it if you want to get the cheaper games. Don't forget the instructions will be in Japanese!

Told you that there was a lot to get through. Next month is sure to be one of the busiest ever – we already have quite a sackful of letters and problems, but there's still room for a few more. See ya!





ProGirl's TV DEBATE

Dear ProGirl,
After reading your column in SEGAPRO#15, I thought I would write in and give my views on TV programmes. My favourite is Gamesmaster, but I would prefer it if they only reviewed Sega games, as that is what I own. Everything else in the programme is brilliant apart from Dominik Diamond, who doesn't seem to know much about the games.

As for TV dinners, I can't really say much about them. My mum doesn't let me eat dinner in front of the TV, but I wish she would. Can you please tell her to let me?
John Sykes, Manchester

ProGirl Says:
I agree that Gamesmaster is a good TV programme, but I also think it could be a lot better. I don't think much of the "dumb blonde" diver. Everyone knows brunettes have more of what counts.

It's good that they review games on a variety of formats as the show would only appeal to a small audience - variety is, afterall, the spice of life. As for Dominik Diamond, I can't really comment on his gamesplaying expertise, but isn't he a big lump of lard. Where does he get the nerve to wear what he does. Get them off, Dominik! It didn't do me any harm. Oops, I'm changing the subject again.

I won't tell your Mum to let you eat dinner in front of the TV – fight your own battles.

Dear ProGirl,
My favourite TV programme is Equinox, but I don't suppose this will interest any other readers of your magazine. The episode which appealed to me was the one concerning computer games. The programme examined how toys have changed over recent years and if they still have value as learning instruments. Well, I think they do, even if it is in a different way.

TV dinners? An excellent idea! When I get home I can't be bothered to cook and these marvellous little boxes can be popped in the microwave and eaten in less than five minutes! Admittedly, they don't taste very nice though!
S Martin, Gloucester

ProGirl says:
Equinox is a bit to factual for my liking, I like something with more entertainment, such as Eldorado or Eastenders. Although it was interesting to see games being covered on a serious documentary, the information included was slightly misguided and biased. It would have been better if more people from the industry were interviewed. For a more balanced opinion they could be caught with their pants down, so to speak, instead of the pre-written statements the documentary featured.

Personally, I hate men who can't be bothered. Where's the get up and go attitude that's lacking in so many males in these hard-up days. I bet you're the type to go for fast chicks. I heard they don't taste....oops, better get onto the reader before I say something too naughty.

Dear ProGirl,
As you asked for people to write in with their views on TV and TV dinners, I thought I would put pen to paper (only because it's you though!). I like watching lots of TV, but my favourite of all has to be Baywatch. I won't tell you the reasons why, but I'm sure you can guess, being in the business and all that!

TV dinners are disgusting, I would only eat them as a last resort. People who eat TV dinners should get a life and get some decent food!
David Goldsmith, London

ProGirl says:
You can talk! Instead of slagging off other people, maybe you should look at yourself! You should watch what you're saying when you're talking to me young man! What sort of programme is Baywatch? I've only seen it once, and it's definitely one of the worst programmes to grace the TV. As for me "being in the business" go and wash your mouth out! It's people like you that stop me from being taken seriously, and quite frankly, I've got no more time for you.

Dear ProGirl,
I noticed your column in SEGAPRO#15 and although I don't have any comments on TV programmes, I certainly have a few comments on you! What on earth are you doing in this magazine? I object to the pages of this magazine being spoiled by you lolling about all over them. It would be fine if you had something to contribute, but so far I haven't seen anything worth reading! Before you complain about me being a lefty feminist, I would like to point out that I am a male who would prefer to see more text and less half-dressed females.
Anon, Birmingham

ProGirl says:
Well, at least somebody has an opinion round here! Let's get a few things straight, though. Just because you've seen me "lolling about" in a few issues of SEGAPRO, doesn't mean that I don't know anything about games. I write this column for a start and I keep well up to date with the world of Sega. I couldn't care less if you are male or female, if you can't take me seriously that's your problem matey. I'm going to be around for a good while yet, so you'd better just get used to it!

Next Month:
I'll be looking into the pricing of video games. Do you think they are too expensive? We may have celebrity input if I can grab one of the big ones.



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All T-shirts are 100% cotton and machine washable.

Send to: Sonic Offers, Sega Pro, c/o Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. I enclose my cheque/P.O. (Address on back) made payable to: **Home Entertainment** or please debit my Access/Visa Account with the sum of £............

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	S	M	L	XL	£	
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2 Half Face					£10.99	
3 Sonic Spin					£10.99	
4 Think Fast					£10.99	
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6 Sonic Machinery					£14.99	
Please add £1.00 per item, postage and packing for UK or add £2.50 per item for posting & packing for rest of Europe						
TOTAL						

GAME OVER

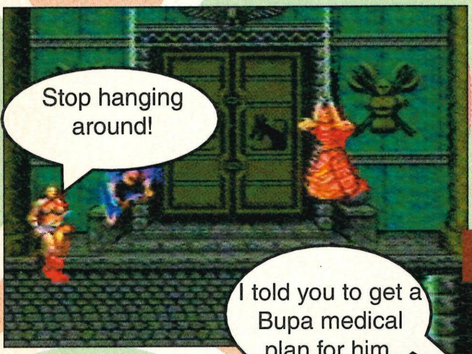
THE BIG GAMES BUSTED EVERY MONTH

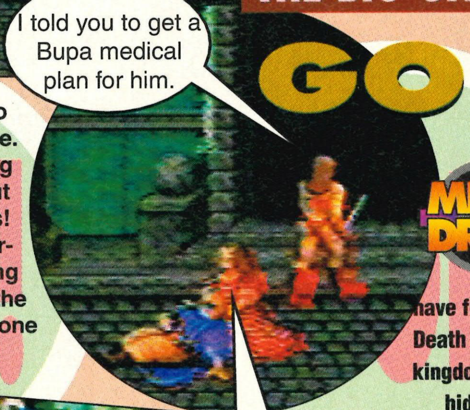
GAME OVER SCREENS

This month's Game Over was sent in by the same person who supplied the James Pond II Game Over in SEGAPRO#15. Get in touch with us anonymous, your prize is waiting! Don't forget, if you have any Game Overs, then send 'em in to us at SEGAPRO, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. There's a free cart for anyone whose Game Over is printed.









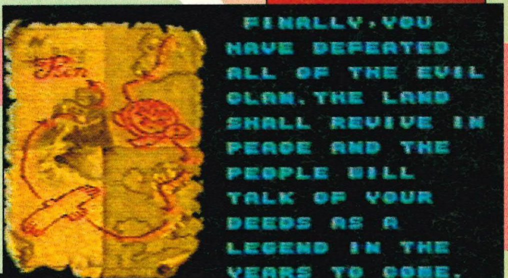
Looks like our hero arrived just in time. I've heard of being saved by the bell, but this is ridiculous! Anyway, being eternally grateful, the king and princess ask the warrior to fight just one more battle!

GOLDEN AXE

MEGA DRIVE

What a classic! This may be but a distant memory in the world of Sega, but it hasn't been forgotten by SEGAPRO readers! For those of you who have forgotten the plot – world peace is at stake! Death Adder has stolen the nine crystals from the kingdom of Firewood, and has hidden them all over the land. They must be found or the whole country will be doomed. The evil Adder himself must also be destroyed and this can only be done by finding the legendary Golden Axe.







Aaah! Yet another lovely little happy ending. Then again, that's what this page is for really – to bring a little ray of sunshine!







Compared to what he's been through, these lot are a doddle!

